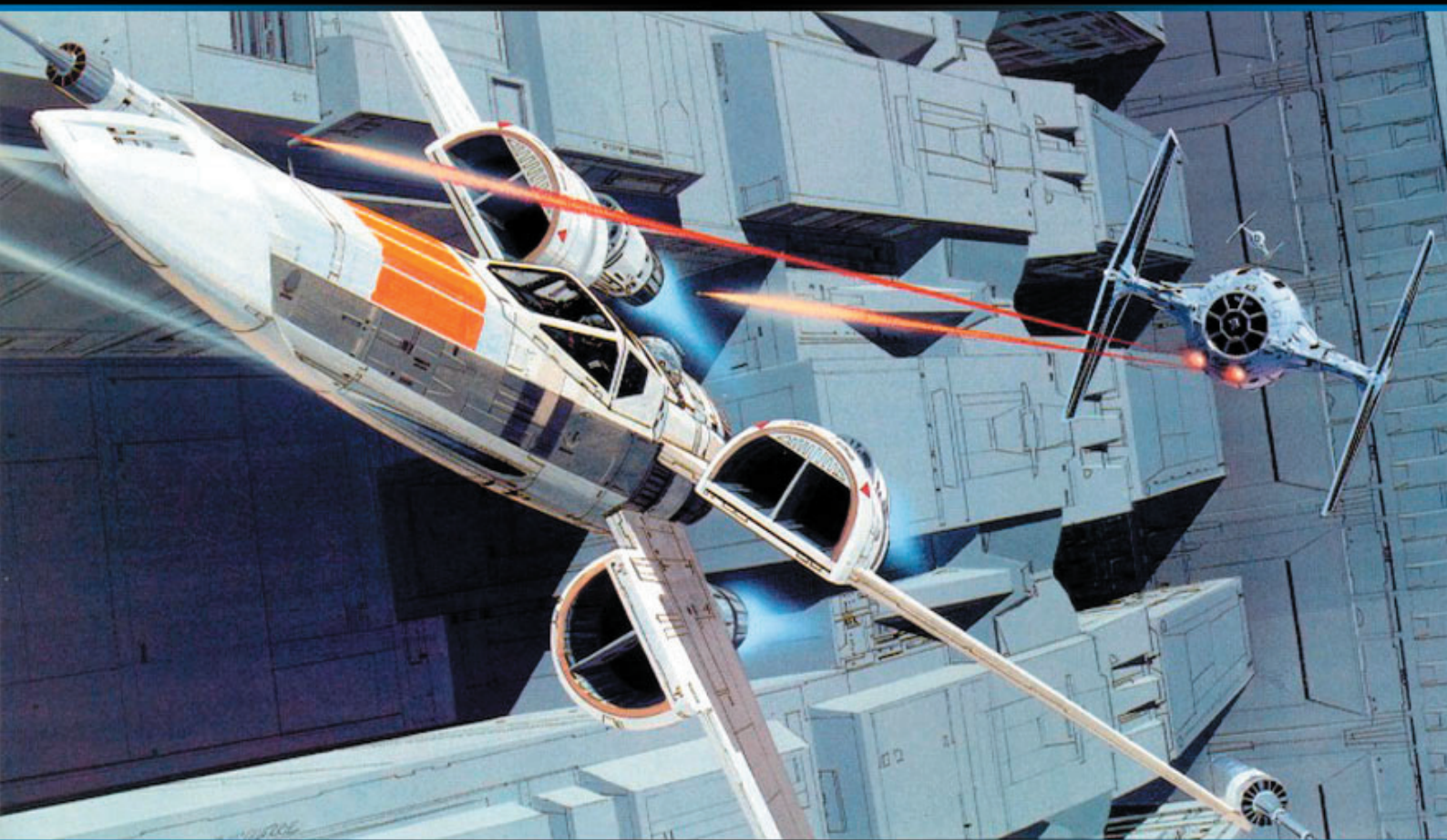


# STAR WARS

ROLEPLAYING GAME



STARSHIPS STATS

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STAR  
WARS

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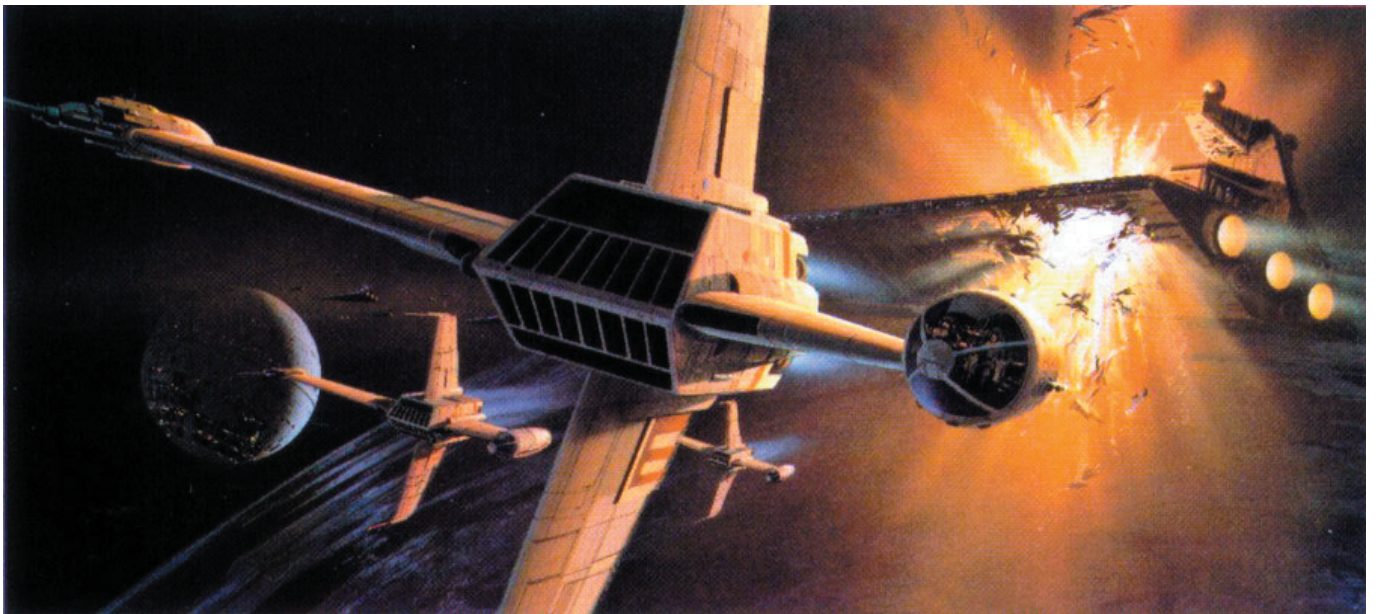
**STAR  
WARS**

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# STARSHIPS STATS

by Thiago Aranha





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**Old Republic** - Before Episode I



**Rise of the Empire** - Episode I to Episode IV



**Rebellion** - Episode IV to Episode VI



**New Republic** - After Episode VI

# STARFIGHTERS





## Cinnagar Interceptor



**Craft:** Cinnagar Security Engineering Division's Defense Interceptor

**Alignment:** Cinnagar / General

**Era:** Old Republic

**Type:** Planetary defense starfighter

**Scale:** Starfighter

**Length:** 13 meters

**Skill:** Starfighter piloting: Cinnagar Interceptor

**Crew:** 1

**Crew Skill:** Sensors 2D, starfighter piloting 2D+2, starship shields 2D+1, starship gunnery 3D

**Cargo:** 80 kg

**Consumables:** 2 days

**Cost:** 70,000 (new)

**Maneuverability:** 2D+2

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 2D+2

**Shield:** 2D+2; 2D

**Sensors:**

*Passive:* 20/1D

*Scan:* 40/1D+2

*Search:* 70/2D+1

*Focus:* 4/3D

**Weapons:**

**4 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/5/12

*Atmosphere Range:* 1-300/500/1.2 km

*Damage:* 4D

**Ion Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

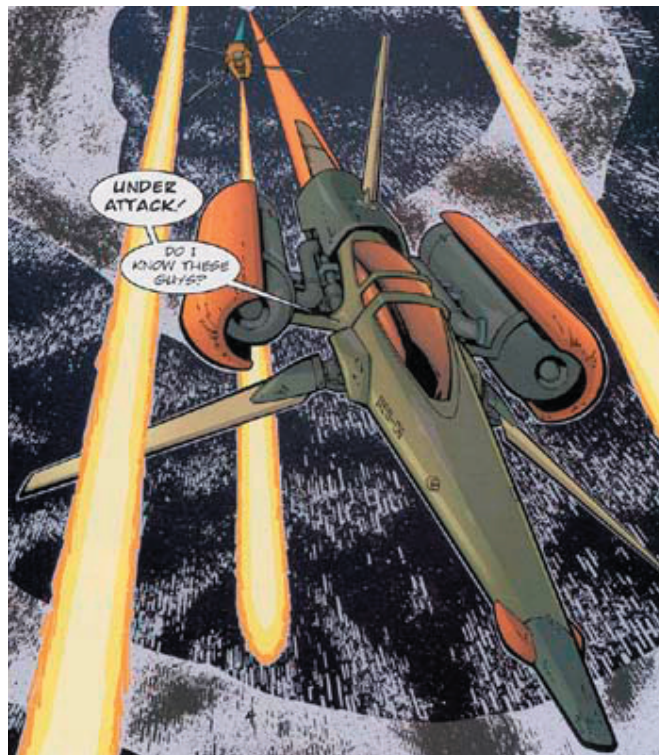
*Fire Control:* 2D+1

*Space Range:* 1-3/5/8

*Atmosphere Range:* 1-300/500/800 m

*Damage:* 3D

## Drake Starfighter



**Craft:** Kuat Systems Engin. *Drake-class* Starfighter

**Alignment:** General

**Era:** Old Republic

**Type:** Light Interceptor

**Scale:** Starfighter

**Length:** 8.9 meters

**Skill:** Starfighter piloting: Drake

**Crew:** 1

**Crew Skill:** Starfighter piloting 3D, starship gunnery 3D+2, sensors 3D

**Cargo Capacity:** 30 kg

**Consumables:** 1 week

**Cost:** 88,000 (new), 57,000 (used)

**Hyperdrive Multiplier:** x1.5

**Nav Computer:** No

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 350; 1000 km/h

**Hull:** 1D+2

**Shields:** 2D

**Sensors:**

*Passive:* 5/0D

*Scan:* 15/1D

*Search:* 25/2D

*Focus:* 1/3D

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D+1

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

## Star Sabre

**Craft:** Republic Fleet Systems Star Saber XC-01  
**Alignment:** Old Republic / Jedi Order  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (pages 60-61)  
**Type:** Starfighter  
**Scale:** Starfighter  
**Length:** 6.75 meters  
**Skill:** Starfighter piloting: Star Saber  
**Crew:** 1  
**Crew Skill:** 4D in all applicable skills  
**Passengers:** None  
**Cargo Capacity:** 25 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1.5  
**Nav Computer:** Limited to 2 hyperspace jumps  
**Maneuverability:** 1D+2  
**Space:** 9  
**Atmosphere:** 380; 1,100 km/h  
**Hull:** 4D  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/4D  
**Weapons:**  
**2 Heavy Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 6D

## Stinger

**Craft:** Corellian Engineering Corp S-100 *Stinger*-class Starfighter  
**Alignment:** Jedi Order / General  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (page 60)  
**Type:** Starfighter  
**Scale:** Starfighter  
**Length:** 3.5 meters  
**Skill:** Starfighter piloting: S-100 *Stinger*  
**Crew:** 1  
**Crew Skill:** 5D in all applicable skills  
**Cargo Capacity:** 10 kilograms  
**Consumables:** 1 month  
**Cost:** 465,000 (new), 310,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** None  
**Nav Computer:** Limited to 1 jump  
**Maneuverability:** 3D+2  
**Space:** 9  
**Atmosphere:** 400; 1,150 km/h  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 25/0D

*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 3/4D  
**Weapons:**  
**2 Assault Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 8D  
**2 Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 4 missiles each  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 100/300/700 m  
*Damage:* 9D

## C-73 Tracker

**Craft:** Subpro C-73 Tracker  
**Alignment:** General  
**Era:** Old Republic  
**Source:** Pirates & Privateers (pages 52-53)  
**Type:** Multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 11.5 meters  
**Skill:** Starfighter piloting: C-73 Tracker  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 60 kilograms  
**Consumables:** 1 day  
**Cost:** 20,000 credits (used)  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 15/1D  
*Search:* 20/1D+1  
*Focus:* 2/3D  
**Weapons:**  
**Double Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D





## Dagger



**Craft:** Republic Siemar Systems Dagger Starfighter  
**Alignment:** General  
**Era:** Old Republic  
**Type:** Escort starfighter  
**Scale:** Starfighter  
**Length:** 12.1 meters  
**Skill:** Starfighter piloting: Dagger  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 2D+1, starship gunnery 2D, starship shields 3D  
**Cargo Capacity:** 55 kilograms  
**Consumables:** 1 week  
**Cost:** 32,000  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Programmed with 5 jumps  
**Maneuverability:** 2D  
**Space:** 7  
**Hull:** 2D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 35/2D  
*Search:* 65/2D+2  
*Focus:* 3/3D+2  
**Weapons:**  
**Three Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

## Sigil Courier

**Craft:** Sigil  
**Alignment:** General  
**Era:** Old Republic  
**Type:** Reconnaissance Courier  
**Scale:** Starfighter  
**Length:** 12.3 meters  
**Skill:** Starfighter piloting: Sigil  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D, starship gunnery 3D, starship shields 2D+1  
**Cargo Capacity:** 60 kilograms  
**Consumables:** 1 week  
**Cost:** 42,000



**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 9  
**Move:** 330; 950 km/h  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 35/2D  
*Search:* 70/2D+2  
*Focus:* 4/3D+2  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## N-1 Royal Starfighter

**Craft:** Theed Palace Space Vessel Engineering Corps N-1 Royal Starfighter  
**Alignment:** Naboo  
**Era:** Old Republic



**Source:** Secrets of Naboo (page 39)

**Type:** Space superiority starfighter

**Scale:** Starfighter

**Length:** 11 meters

**Skill:** Starfighter piloting: N-1

**Crew:** 1 (plus astromech droid)

**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D+1, starship shields 4D+1

**Cargo Capacity:** 65 kg

**Consumables:** 1 week

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Nav Computer:** Uses Astromech with 10 jumps

**Maneuverability:** 2D

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**Proton Torpedo Magazine**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Ammo:* 10 torpedoes

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 10D

**Type:** Starfighter

**Scale:** Starfighter

**Length:** 8 meters

**Skill:** Starfighter piloting: Delta-7

**Crew:** 1 and modified astromech droid (can coordinate)

**Crew Skill:** All skills typically at 4D

**Passengers:** 0

**Cargo Capacity:** 60 kilograms

**Consumables:** 1 week

**Cost:** 180,000 (new), 145,000 (used), both prices are black market value

**Hyperdrive Multiplier:** x1 (with booster ring, see below)

**Nav Computer:** Uses a modified astromech droid programmed with 10 jumps

**Maneuverability:** 3D+2

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 2D+2

**Shields:** 1D

**Sensors:**

*Passive:* 25/1D

*Scan:* 45/2D

*Search:* 65/2D+2

*Focus:* 3/3D+1

**Weapons:**

**4 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 6D

**Notes:** The Delta-7 requires a separate hyperdrive module in the form of a booster ring (the TransGalMeg Industries hyperdrive booster ring). Docking with the ring takes 3 rounds to accomplish, and requires a Difficult Starfighter Piloting skill check (the fighter's maneuverability counts for this roll). Additionally, the Delta-7 incorporates a specially-designed astromech droid (R4-P series), which is hardwired into the starfighter. Without the proper droid, the pilot suffers a -1D penalty to his Astrogation skill checks. The droid suffers the same penalty to both its Astrogate and Starfighter Repair skill checks.

## Aethersprite Delta-7

**Craft:** Kuat Systems Engineering Delta-7 Aethersprite-class Starfighter

**Alignment:** Jedi Order

**Era:** Old Republic



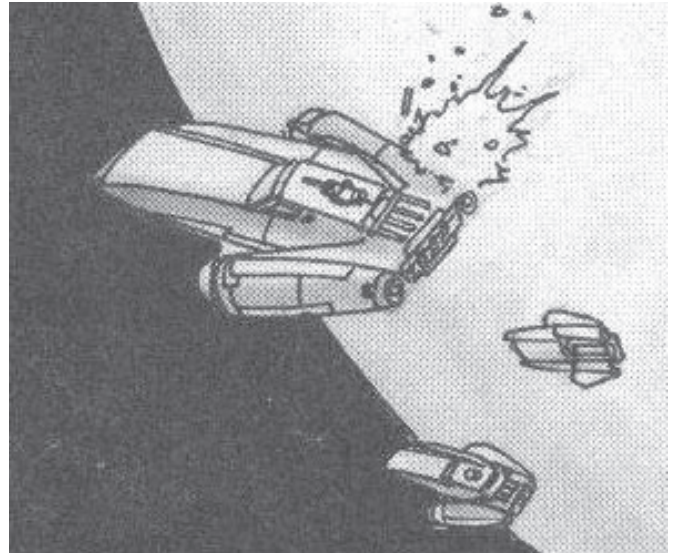


## Dianoga



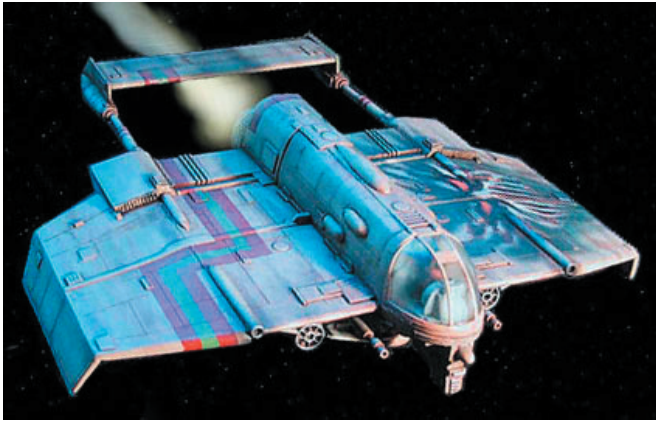
**Craft:** Koensayr Dianoga  
**Alignment:** General  
**Era:** Old Republic  
**Type:** Assault starfighter  
**Scale:** Starfighter  
**Length:** 16.1 meters  
**Skill:** Starfighter piloting: Dianoga  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 2D+1, starship gunnery 2D, starship shields 3D  
**Cargo Capacity:** 90 kilograms  
**Consumables:** 3 days  
**Cost:** 46,000  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Programmed with 5 jumps  
**Maneuverability:** 1D  
**Space:** 6  
**Move:** 330; 950 km/h  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 40/2D  
*Search:* 70/2D+2  
*Focus:* 3/3D+2  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Heavy Ion Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 6D

## Gun Tug



**Craft:** SoroSuub Gun Tug  
**Alignment:** General  
**Era:** Old Republic  
**Source:** Starships of the Galaxy (pages 67-68)  
**Type:** Utility fighter  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting: Gun Tug  
**Crew:** 1, gunners: 1  
**Crew Skill:** Varies  
**Cargo Capacity:** 500 kilograms  
**Consumables:** 1 week  
**Cost:** 142,000 (new)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Limited to 2 jumps  
**Maneuverability:** 2D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D  
**2 Tractor Beams**  
*Fire Arc:* Front  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 4D

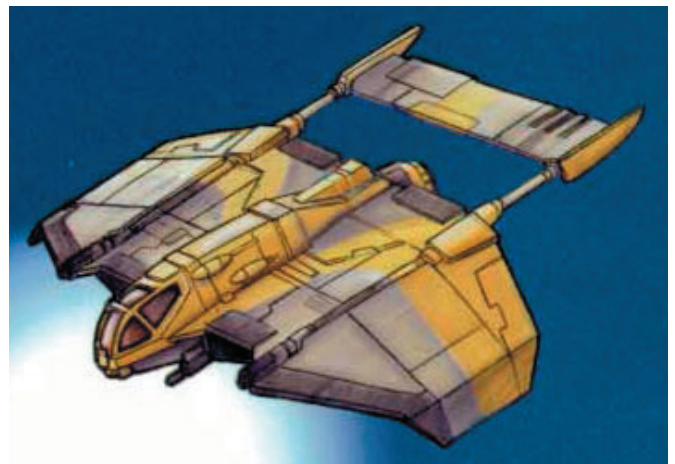
## CloakShape Fighter



**Craft:** Kuat Systems Engineering CloakShape Fighter  
**Alignment:** General  
**Era:** Old Republic  
**Source:** Dark Empire Sourcebook (page 111), Starships of the Galaxy (pages 65-66), The Essential Guide to Vehicles and Vessels (pages 22-23)  
**Type:** Stock multi-purpose Starfighter  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Starfighter piloting: CloakShape  
**Crew:** 1  
**Crew Skill:** Varies  
**Cargo Capacity:** 40 kilograms  
**Consumables:** 1 day  
**Cost:** 15,000 (stock and used)  
**Maneuverability:** 1D+1  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 4D+2  
**Weapons:**  
**Double Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D+2  
**Dual Concussion Missile Launchers** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Missile weapons  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 7D  
**Notes:**  
**- Maneuvering Fin**  
**Cost:** 5,000  
**Maneuverability:** 2D+2  
**- Hyperdrive Sled**  
**Cost:** 15,000  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Uses R1 unit

## Whitecloak Fighter

**Craft:** Modified Kuat Systems Engineering Cloakshape Fighter  
**Alignment:** Jedi Order  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (page 58)  
**Type:** Custom starfighter  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Starfighter piloting: Cloakshape  
**Crew:** 1  
**Crew Skill:** 7D in all applicable skills  
**Passengers:** 1 or 2  
**Cargo Capacity:** 40 kilograms  
**Consumables:** 2 weeks  
**Cost:** 150,000 (new), 100,000 (used)  
**Hyperdrive Multiplier:** x1.5  
**Nav Computer:** Uses astromech droid programmed with 10 jumps  
**Maneuverability:** 1D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 4D+2  
**Shields:** 0D+2  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 40/2D  
*Search:* 60/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**2 Light Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D  
**2 Concussion Missile Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 8 missiles each  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 8D



## Mercenary Fighter



**Craft:** Kuat Systems Engineering Custom Mercenary Starfighter

**Alignment:** General

**Era:** Old Republic

**Type:** Space superiority starfighter

**Scale:** Starfighter

**Length:** 16 meters

**Skill:** Starfighter piloting

**Crew:** 1

**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D

**Cargo Capacity:** 100 kilograms

**Consumables:** 2 week

**Cost:** Not available for sale (estimated value 107,000)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 2D+2

**Space:** 9

**Atmosphere:** 400, 1,150 km/h

**Hull:** 4D+1

**Shields:** 1D+1\*

\*The Mercenary Starfighter has 2D of backup shields.

**Sensors:**

*Passive:* 20/0D

*Scan:* 45/1D+1

*Search:* 85/2D+2

*Focus:* 4/4D

**Weapons:**

**Two Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**Concussion Missile Launcher**

*Fire Arc:* Front

*Skill:* Starship gunnery

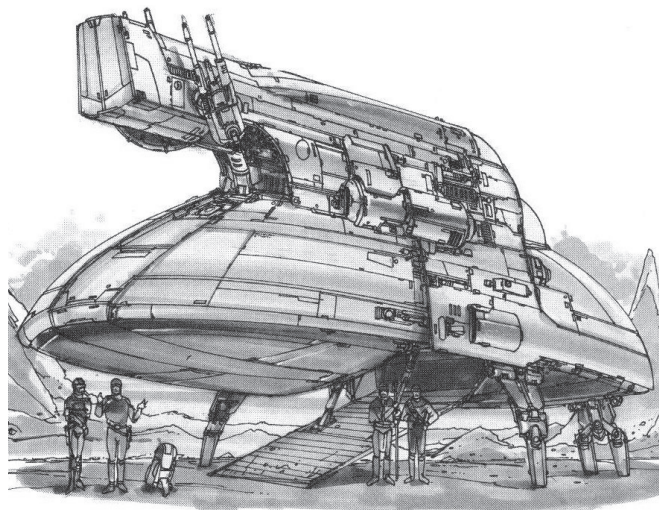
*Ammo:* 10

*Fire Control:* 3D+2

*Space Range:* 1-3/7/12

*Atmosphere Range:* 100-300/700/1.2 km

*Damage:* 8D



**Length:** 19.2 meters

**Skill:** Starfighter piloting: S40K

**Crew:** 1 or 2

**Crew Skill:** Varies

**Passengers:** 4

**Cargo Capacity:** 20 metric tons

**Consumables:** 2 months

**Cost:** 112,000 (new)

**Hyperdrive Multiplier:** x2

**Nav Computer:** Limited to 2 jumps

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 km/h

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:**

**2 Heavy Blaster Cannons** (fire-linked)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 6D

**2 Light Ion Cannons** (fire-linked)

*Fire Arc:* Rear

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 4D

## Phoenix Hawk Light Pinnacle

**Craft:** Kuat Systems Engineering S40K Phoenix Hawk Light Pinnacle

**Alignment:** General

**Era:** Old Republic

**Source:** Starships of the Galaxy (page 72)

**Type:** Starfighter/transport

**Scale:** Starfighter

## TL-118 StarHammer

**Craft:** Subpro Corporation TL-118 StarHammer Short-Range Attack Ship

**Alignment:** General

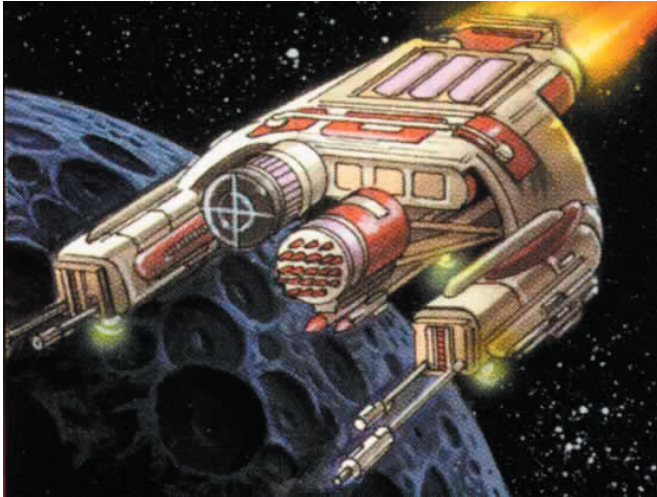
**Era:** Old Republic

**Type:** Heavy assault fighter

**Scale:** Starfighter

**Length:** 35 meters





**Skill:** Starfighter piloting: TL-118  
**Crew Skill:** Starfighter piloting 3D+1 and starship gunnery 4D+2  
**Crew:** 1 (can co-ordinate), gunners: 1  
**Consumables:** 1 week  
**Cost:** 72,000 (used)  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 105; 300 km/h  
**Hull:** 5D  
**Shields:** 2D  
**Weapons:**  
**2 Heavy Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 7D  
**2 Light Laser Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D  
**2 Twin Laser Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Concussion Missile Launcher**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/5/9  
*Atmosphere Range:* 50-100/500/900 m  
*Damage:* 8D  
**Air-To-Surface Bombs**  
*Fire Arc:* Front

*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-2/8/15  
*Atmosphere Range:* 100-200/800/1.5 km  
*Damage:* 9D

## V-19 Clone Fighter

**Craft:** Slayn & Korpil V-19 Clone Fighter  
**Alignment:** Old Republic / Empire  
**Era:** Rise of the Empire  
**Type:** Short range assault starfighter  
**Scale:** Starfighter  
**Length:** 9 meters  
**Skill:** Starfighter piloting: V-19 Clone fighter  
**Crew:** 1  
**Crew Skill:** Sensors 3D, starfighter piloting 3D, starship gunnery 3D, starship shields 3D  
**Cargo Capacity:** 20 kg  
**Consumables:** 2 days  
**Maneuverability:** 3D+1  
**Space:** 9  
**Atmosphere:** 400; 1,150 km/h  
**Hull:** 3D+1  
**Shields:** 1D+1  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 35/2D  
*Search:* 55/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**2 Blaster Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Concussion Missile Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Ammo:* 3 each  
*Space Range:* 2-15/35/50  
*Atmosphere Range:* 200-1500/3.5/5 km  
*Damage:* 8D



## Freefall Bomber



**Craft:** Royal Nubian *Freefall*-class Bomber  
**Alignment:** Naboo  
**Era:** Rise of the Empire  
**Type:** Bomber fighter  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Starfighter piloting: Freefall  
**Crew:** 2, gunners: 2, skeleton: 1/+5  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D+1, starship shields 4D+1  
**Cargo Capacity:** 20 metric tons  
**Passengers:** 8  
**Consumables:** 1 month  
**Cost:** 220,000 (new)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Bomb Chute**  
*Fire Arc:* Ventral  
*Skill:* Starship gunnery  
Ammo: 20 bombs  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 13D

## T-36 Skyfighter

**Craft:** Incom T-36 Skyfighter  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Secrets of Tatooine (page 94)  
**Type:** Near-orbit planetary defense fighter  
**Scale:** Starfighter

**Length:** 8.2 meters  
**Skill:** Starfighter piloting: T-36  
**Crew:** 1  
**Crew Skill:** Varies  
**Cargo Capacity:** 30 kilograms  
**Consumables:** 2 hours  
**Cost:** 64,000 (new), 16,000 (used)  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1000 km/h  
**Hull:** 1D+1  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 1/2D  
**Weapons:**  
**Double Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Game Notes:** the T-36 tends to spin in turns or other tight maneuvers when in atmosphere. To reflect this, increase the difficulty of maneuvers in atmosphere by +10.

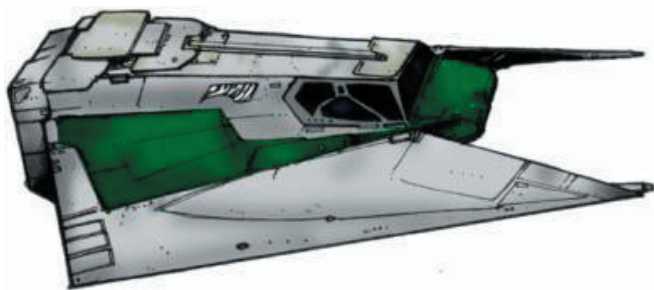
## Toscan 8-Q



**Craft:** Shobquix Yards Toscan 8-Q Starfighter  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 53)  
**Type:** Multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 10.2 meters  
**Skill:** Starfighter piloting: Toscan 8-Q  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 75 kilograms  
**Consumables:** 1 day  
**Cost:** 35,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 1D

**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 2D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/+1  
*Search:* 50/1D+2  
*Focus:* 2/2D  
**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 km  
*Damage:* 5D

## Zebra



**Craft:** Hyrotii Vehicle Works Zebra Starfighter  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Light short range starfighter  
**Scale:** Starfighter  
**Length:** 12.3 meters  
**Skill:** Starfighter piloting: Zebra  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 1 day  
**Cost:** 65,000 (new), 32,000 (used)  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 2D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D+1  
*Search:* 45/2D  
*Focus:* 3/2D+2  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D

## TIE-Y Ugly

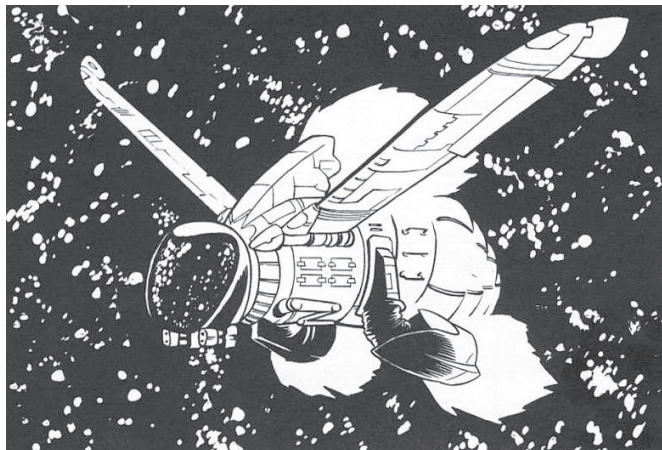


**Craft:** Avarage TIE-Y Ugly  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 54)  
**Type:** Patchwork starfighter  
**Scale:** Starfighter  
**Length:** 12 meters  
**Skill:** Starfighter piloting: TIE-Y  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Maneuverability:** 2D  
**Space:** 13  
**Atmosphere:** 295; 850 km/h  
**Hull:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Hornet Interceptor

**Craft:** Modified Tenloss Hornet Interceptor  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** The Jedi Academy Sourcebook (pages 126-128), The Essential Guide to Vehicles and Vessels (pages 64-65)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 14 meters  
**Skill:** Starfighter piloting: Hornet  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 4D+1





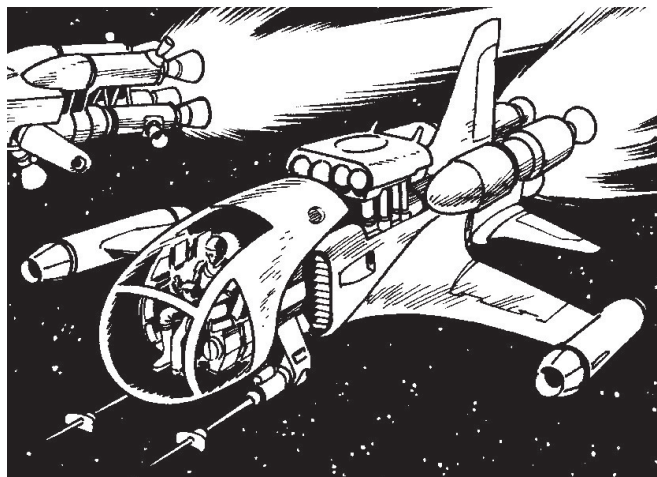
**Cargo Capacity:** 80 kilograms  
**Consumables:** 5 days  
**Cost:** 75,000 (new), 32,000 (used)  
**Maneuverability:** 3D+2  
**Space:** 9  
**Atmosphere:** 400; 1,150 km/h  
**Hull:** 1D+2  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 65/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Turbo-charged Laser Cannons** (fire linked)\*  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-4/14/27  
*Atmosphere Range:* 100-400/1.4/2.7 km  
*Damage:* 10D  
\*Once fired more than three times in a dogfight, the turbo-charged laser cannons rupture on a wild die roll of one, causing 6D damage to the ship itself.  
**Alternate Weapon Configuration:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/15/25  
*Atmosphere Range:* 100-300/1.5/2.5 km  
*Damage:* 5D+2

## Authority IRD



**Craft:** Authority IRD  
**Alignment:** Corporate Sector Authority / General  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 102-103)  
**Type:** Multipurpose starfighter  
**Scale:** Starfighter  
**Length:** 8.5 meters  
**Skill:** Starfighter piloting: IRD  
**Crew:** 1  
**Crew Skill:** Starfighter piloting: IRD 5D, starship gunnery 4D  
**Cargo Capacity:** 15 kilograms  
**Consumables:** 1 day  
**Cost:** Not For Sale  
**Maneuverability:** 2D (+2 in atmosphere)  
**Space:** 9  
**Atmosphere:** 295; 850 km/h  
**Hull:** 4D  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 45/1D  
*Search:* 65/1D+2  
*Focus:* 2/2D+1  
**Weapons:**  
**2 Twin Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Authority IRD-A



**Craft:** Authority IRD-A  
**Alignment:** Corporate Sector Authority / General  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 102-103)  
**Type:** Multipurpose aerospace fighter  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** Starfighter piloting: IRD  
**Crew:** 1  
**Crew Skill:** Starfighter piloting: IRD 5D+2, starship

gunnery 4D+1

**Cargo Capacity:** 25 kilograms

**Consumables:** 2 days

**Cost:** Not For Sale

**Maneuverability:** 2D+1 (2D in atmosphere)

**Space:** 9

**Atmosphere:** 400; 1150 km/h

**Hull:** 4D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 50/1D+2

*Focus:* 2/2D

**Weapons:**

**Twin Blaster Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**Concussion Missile Tube**

*Fire Arc:* Front

*Skill:* Missile weapons: concussion missiles

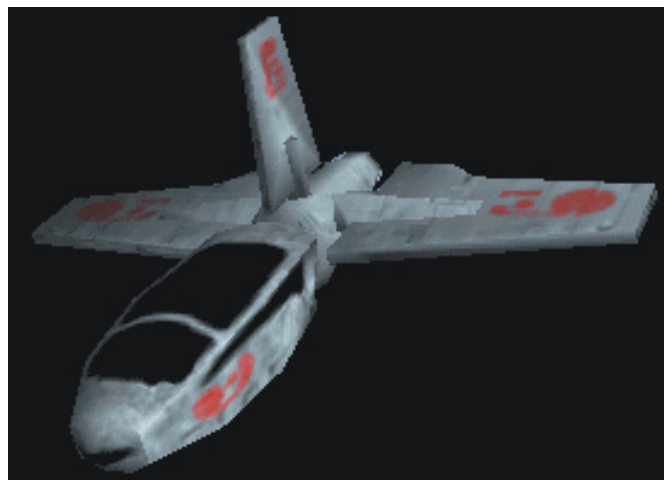
*Fire Control:* 3D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 7D

## Pinook Fighter



**Craft:** Joraan Drive Systems Pinook Starfighter

**Alignment:** General

**Era:** Rise of the Empire

**Type:** Escort starfighter

**Scale:** Starfighter

**Length:** 9.5 meters

**Skill:** Starfighter piloting: Pinook

**Crew:** 1

**Crew Skill:** Astrogation 3D, starship gunnery 3D+2, starfighter piloting 3D+2, starship shields 3D, sensors 3D.

**Cargo Capacity:** 100 kg

**Consumables:** 1 week

**Cost:** 85,000

**Hyderdrive Multiplier:** x2

**Nav Computer:** Limited to 4 jumps

**Maneuverability:** 2D

**Space:** 7.5

**Atmosphere:** 355; 1,025 km/h

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 15/1D

*Scan:* 30/2D

*Search:* 60/3D

*Focus:* 2/3D+2

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 1-300/1.2/2.5 km

*Damage:* 5D

**Concussion Missile Launcher**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 100/300/700 m

*Damage:* 7D

## Charon Starfighter



**Craft:** Charon Starfighter

**Alignment:** Charon

**Era:** Rise of the Empire

**Source:** Otherspace (page 40)

**Scale:** Starfighter

**Length:** 9 meters

**Skill:** Starfighter piloting

**Crew:** 1

**Crew Skill:** starfighter piloting 5D, starship shields 5D, starship gunnery 4D+2

**Cargo Capacity:** 50 kg

**Consumables:** 1 day

**Cost:** Not available for sale

**Maneuverability:** 2D

**Space:** 11

**Atmosphere:** 435; 1,300 km/h

**Hull:** 3D+2  
**Shields:** 1D  
**Weapons:**  
**Tri-Laser Pulse-Cannon** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/7/15  
*Atmosphere Range:* 100-300/700/1.5 km  
*Damage:* 7D

## Z-95 Headhunter



**Craft:** Incom/Subpro Z-95 Headhunter  
**Alignment:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** Core Rulebook (page 250), Rebel Alliance Sourcebook (pages 82-83), The Thrawn Trilogy Sourcebook (page 229), Han Solo and the Corporate Sector Sourcebook (pages 103-104), The Thrawn Trilogy Sourcebook (page 229), The Essential Guide to Vehicles and Vessels (pages 200-201)  
**Type:** Multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 11.8 meters  
**Skill:** Starfighter piloting: Z-95  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1  
**Cargo Capacity:** 85 kilograms  
**Consumables:** 1 day  
**Cost:** 45,000 (used)  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 400; 1,150 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 1/2D  
**Weapons:**  
**2 Triple Blasters** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17

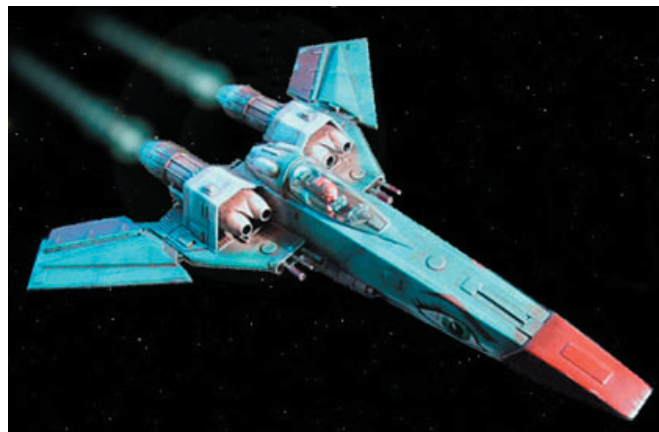
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 3D  
**Concussion Missiles**  
*Fire Arc:* Front  
*Skill:* Missile weapons: concussion missiles  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700 m  
*Damage:* 7D

## Z-95XT Trainer

**Craft:** Incom/Subpro Z-95XT  
**Alignment:** Rebel Alliance / General  
**Era:** Rise of the Empire  
**Source:** Rebel Alliance Sourcebook (pages 82-83)  
**Type:** In-system courier/training vessel  
**Scale:** Starfighter  
**Length:** 12.2 meters  
**Skill:** Starfighter piloting: Z-95  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1  
**Cargo Capacity:** 200 kg  
**Consumables:** 1 week  
**Cost:** 49,860 (as modified)  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 1/2D  
**Weapons:**  
**Two Triple Blasters** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 3D

## Z-95 Mark I Headhunter

**Craft:** Incom/Subpro Z-95 Mark I Headhunter





**Alignment:** General / Rebel Alliance

**Era:** Rise of the Empire

**Type:** Multi-purpose starfighter

**Scale:** Starfighter

**Length:** 11.8 meters

**Skill:** Starfighter piloting: Z-95

**Crew:** 1

**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1

**Cargo Capacity:** 50 kg

**Consumables:** 1 day

**Cost:** 23,000 (in current condition)

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 365; 1,050 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 1/2D

**Weapons:**

**2 Triple Blasters** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 3D

**Concussion Missiles**

*Fire Arc:* Front

*Skill:* Missile weapons: concussion missiles

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 30-100/300/700 m

*Damage:* 7D

Sourcebook (page 229), The Essential Guide to Vehicles and Vessels (pages 198-199)

**Type:** Attack starfighter

**Scale:** Starfighter

**Length:** 16 meters

**Skill:** Starfighter piloting: Y-wing

**Crew:** 1, gunners: 1, 1 astromech droid (can coordinate)

**Crew Skill:** Astrogation 3D+2, starfighter piloting 4D+2, starship gunnery 4D+1, starship shields 3D

**Cargo Capacity:** 110 kilograms

**Consumables:** 1 week

**Cost:** 135,000 (new), 65,000 (used)

**Hyperdrive Multiplier:** x1

**Nav Computer:** No (uses astromech droid programmed with 10 jumps)

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 4D

**Shields:** 1D+2

**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**2 Proton Torpedo Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 9D

**2 Light Ion Cannons** (fire linked)

*Fire Arc:* Turret (may be fixed to forward to be fired by pilot at only 1D fire control)

*Crew:* 1

*Skill:* Starship gunnery

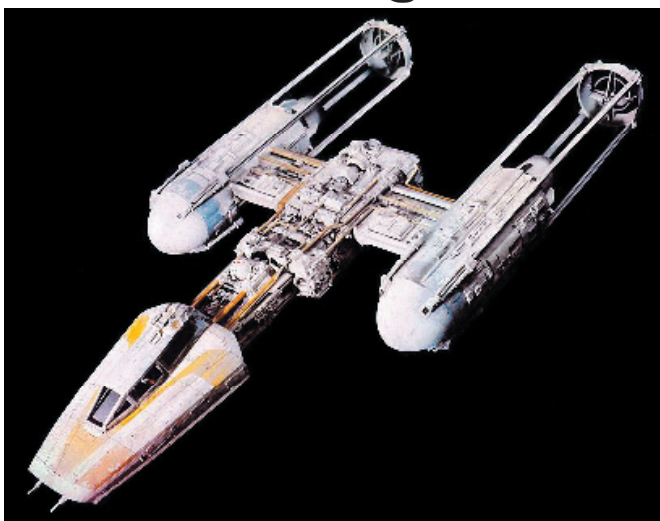
*Fire Control:* 3D

*Space Range:* 1/3/7

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 4D

## Y-Wing



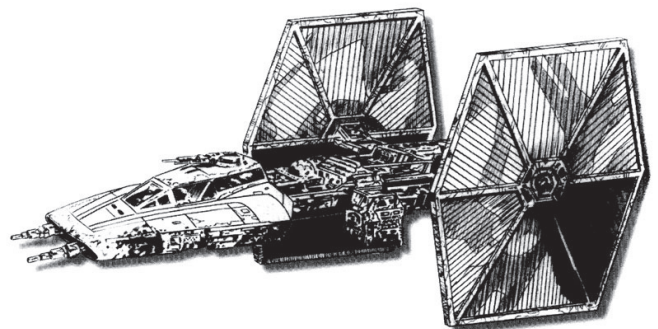
**Craft:** Koensayr BTL-S3 Y-wing

**Alignment:** General / Rebel Alliance

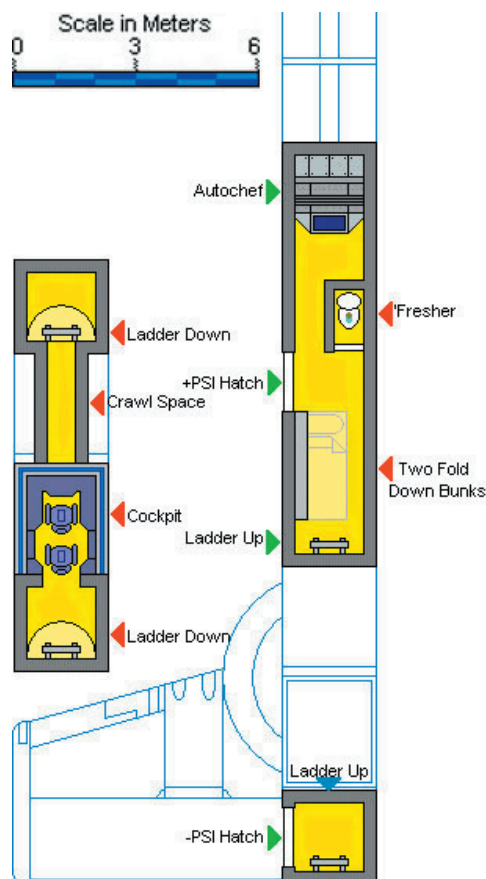
**Era:** Rise of the Empire

**Source:** Core Rulebook (page 249), Rebel Alliance Sourcebook (pages 85-86), The Thrawn Trilogy

## Y-TIE Ugly



**Craft:** Average Y-TIE Ugly  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 53-54)  
**Type:** Patchwork starfighter  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** Starfighter piloting: Y-TIE  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 110 kg  
**Consumables:** 1 week  
**Maneuverability:** 0D  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D



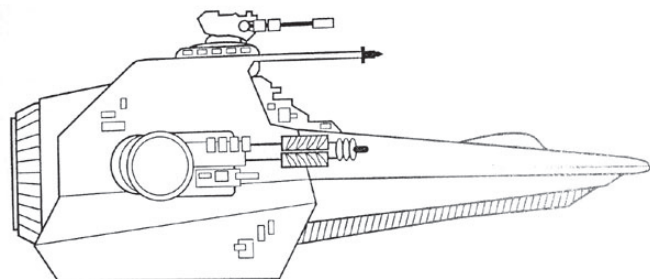
## Pursuer Enforcement Ship



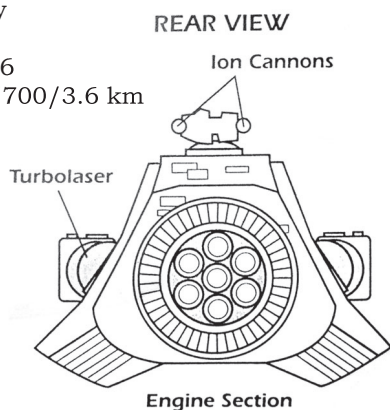
**Craft:** MandalMotors Pursuer-class Enforcement Ship  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 75), The Essential Guide to Vehicles and Vessels (pages 146-147)  
**Type:** System patrol vehicle  
**Scale:** Starfighter  
**Length:** 30.1 m  
**Skill:** Starfighter piloting: Pursuer

**Crew:** 1  
**Crew Skill:** Varies  
**Passengers:** 2, 5 (prison cells)  
**Cargo Capacity:** 35 metric tons  
**Consumables:** 5 weeks  
**Cost:** 200,000 (new), 80,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 35/1D+1  
*Scan:* 55/2D+1  
*Search:* 80/3D+1  
*Focus:* 3/4D+1  
**Weapons:**  
**Twin Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D  
**2 Ion Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D

## Corsair Cruiser



**Craft:** SoroSuub Corsair-class Cruiser  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Heavy assault starfighter  
**Scale:** Starfighter  
**Length:** 18 meters  
**Skill:** Starfighter piloting: Corsair  
**Crew:** 2, gunners: 1  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 4D  
**Cargo Capacity:** 90 kilograms  
**Consumables:** 2 days  
**Cost:** 275,000 credits  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Limited to 3 jumps  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Heavy Laser Cannons**  
*Fire Arc:* Front  
*Crew:* 1 (gunner)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Ion Cannons**  
*Fire Arc:* Turret  
*Crew:* 1 (co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere:* 100-300/700/3.6 km  
*Damage:* 3D



## StarViper



**Craft:** MandalMotors StarViper Assault Fighter  
**Alignment:** Black Sun / General  
**Era:** Rise of the Empire  
**Source:** The Essential Guide to Vehicles and Vessels (pages 124-125)  
**Type:** Assault Fighter  
**Scale:** Starfighter  
**Length:** 21 meters  
**Skill:** Starfighter piloting: StarViper  
**Crew:** 1  
**Passengers:** 1  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 2 months  
**Cost:** 350,000 credits  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 3D+2 (1D in atmosphere with wings extended)  
**Space:** 11  
**Atmosphere:** 435; 1,200 km/h  
**Hull:** 6D (front), 3D (back)  
**Shields:** 1D (front), 4D (back)  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D+1  
**Weapons:**  
**2 Double Heavy Laser Cannons**  
*Fire Arc:* Front (wings retracted); wings extended: 1 front/left/back, 1 front/right/back  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D (6D if fire-linked)  
**2 Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 3 torpedoes  
*Fire Control:* 1D



*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 9D

## Vanguard Heavy Assault Gunship

**Craft:** Corellian Engineering Corporation *Vanguard*-class Heavy Assault Gunship

**Alignment:** General

**Era:** Rise of the Empire

**Type:** Fighter

**Scale:** Starfighter

**Length:** 47 meters

**Skill:** Starfighter piloting: *Vanguard*

**Crew:** 6

**Crew Skill:** All appropriate skills at 4D+1

**Passengers:** 6

**Cargo Capacity:** 220 kilograms

**Consumables:** 2 weeks

**Cost:** 115,700 (new), 69,500 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x14

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 5D+1

**Shields:** 2D

### Sensors:

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 40/2D

*Focus:* 2/3D

### Weapons:

**2 Turbolasers** (fire-linked)

*Fire Arc:* Front

*Scale:* Capital

*Skill:* Capital Ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**2 Blaster Cannons** (fire-linked)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 5D

**4 Proton Torpedo Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

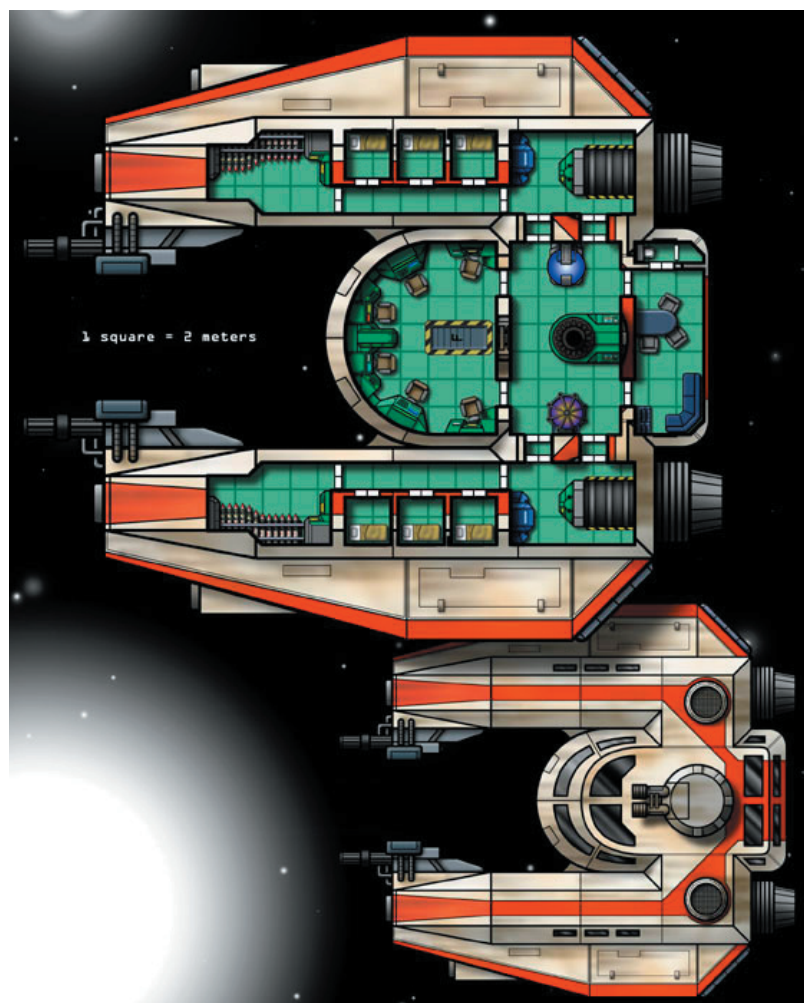
*Ammo:* 8 missiles each

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 100/300/700 m

*Damage:* 9D



## Dagger-D Police Fighter

**Craft:** Duro Defense Force Dagger-D Police Fighter

**Alignment:** Duro / General

**Era:** Rebellion

**Source:** Coruscant and the Core Worlds (page 90)

**Type:** Starfighter

**Scale:** Starfighter

**Length:** 11.8 meters

**Skill:** Starfighter piloting: *Dagger-D*

**Crew:** 1

**Crew Skill:** 5D in all applicable skills

**Passengers:** 2

**Cargo Capacity:** 85 kilograms

**Consumables:** 2 days

**Cost:** 27,500 credits

**Maneuverability:** 2D+1

**Space:** 10

**Atmosphere:** 415; 1,200 km/h

**Hull:** 2D

**Shields:** 1D

### Sensors:

*Passive:* 30/0D

*Scan:* 55/1D

*Search:* 85/2D+1

*Focus:* 5/4D

### Weapons:

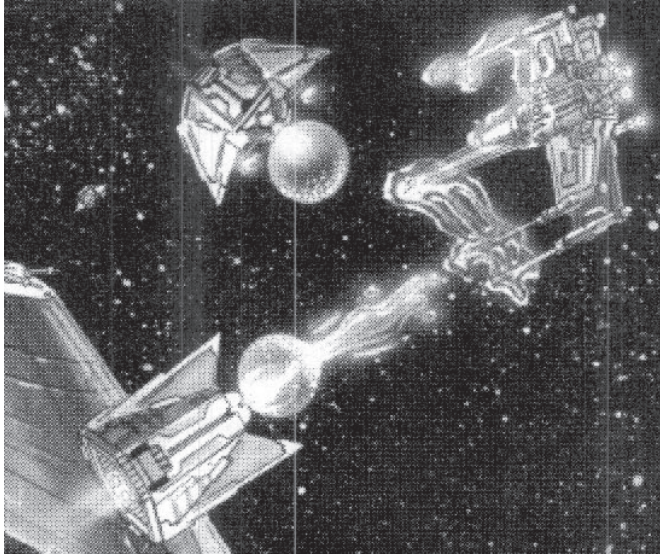
**2 Triple Blasters** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship Gunnery

*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 3D

## Qektoth Confederation Fighter

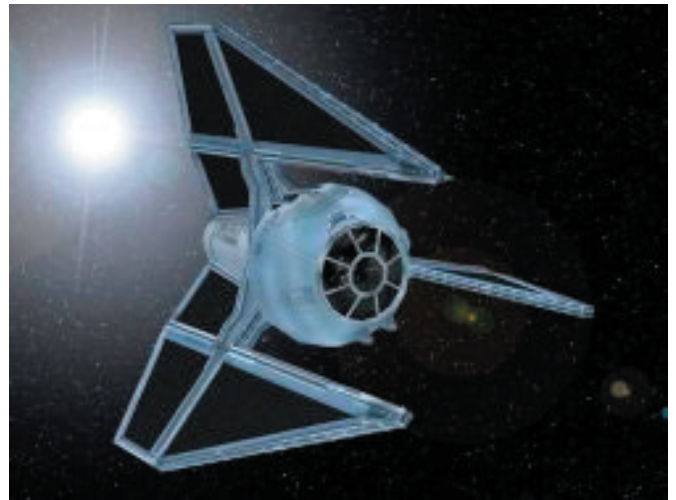


**Craft:** Modified Zebra Starfighter  
**Alignment:** Qektoth Confederation  
**Era:** Rebellion  
**Source:** The DarkStryder Campaign: The Kathol Rift (page 84)  
**Type:** Qektoth starfighter  
**Scale:** Starfighter  
**Length:** 12.3 meters  
**Skill:** Starfighter piloting: Zebra  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 5D+2  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 1 day  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 25/1D+1  
*Search:* 45/2D  
*Focus:* 3/2D+2  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D  
**Bio-Plasmatic Gel Torpedo Launcher**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 3

*Fire Control:* 1D  
*Space Range:* 1-3/6/10  
*Atmosphere Range:* 100-300/600/1 km  
*Damage:* 5D\*

**Note:** This gel clings to the hull of a starship, and continues burning until it freezes in space, or burns off in an atmosphere. While stuck to a ship, the gel does 5D damage for the first round, and 1D less damage each additional round. Resourceful pilots can remodulate their ship's particle shields to "buck" the gel off the ship. This requires a Moderate *starship shields* roll, during which the vessel's particle shields are down.

## "Clutch" Ugly



**Craft:** Custom Modified TIE Fighter  
**Alignment:** General  
**Era:** Rebellion  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 6.2 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 3D+2, starship shields 2D+2  
**Cargo:** 60 kg  
**Cost:** Not available for sale  
**Maneuverability:** 3D+1  
**Space:** 11  
**Atmosphere:** 435; 1,350 km/h  
**Hull:** 2D+2  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/25  
*Atmosphere Range:* 1-500/1.5/2.5 km  
*Damage:* 6D

### Ion Cannon

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 1-300/1.2/2.5 km

*Damage:* 4D

### 2 Heavy Laser Cannons

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-3/10/20

*Atmosphere Range:* 100/750/1.2 km

*Damage:* 6D

## Manta Assault Starfighter



**Craft:** Tapani Starship Cooperative *Manta*-class Fighter

**Alignment:** Tapani Sector / General

**Era:** Rebellion

**Source:** Lord of the Expanse: Sector Guide (pages 39-40)

**Type:** Intermediate assault starfighter

**Scale:** Starfighter

**Length:** 12 meters

**Skill:** Starfighter piloting: *Manta*-class starfighter

**Crew:** 1, gunners: 1

**Crew Skill:** Starfighter piloting 4D+2, starship gunnery 4D, starship shields 4D, sensors 4D

**Cargo Capacity:** 100 kilograms

**Consumables:** 1 week

**Cost:** 95,000 (new)

**Maneuverability:** 3D+1 (attack formation), 1D (intercept formation)

**Space:** 7 (attack formation), 10 (intercept speed)

**Hull:** 2D+1

**Shields:** 2D+1

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 80/1D+2

*Focus:* 2/2D+1

**Weapons:**

**2 Light Ion Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-250/1/1.5 km

*Damage:* 3D

**2 Medium Laser Cannons** (fire-linked)

**Fire Arc:** *Front*

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 100-300/1.2/1.7 km

*Damage:* 4D+1

## M-Wing



**Craft:** Koensayr BTL-A1 M-wing (Quasar)

**Alignment:** General / Rebel Alliance

**Era:** Rebellion

**Type:** Attack starfighter

**Scale:** Starfighter

**Length:** 13 meters

**Skill:** Starfighter piloting: M-wing

**Crew:** 1, gunner: 1

**Cargo Capacity:** 80 kg

**Consumables:** 1 month

**Cost:** 60,000 credits (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** No

**Nav Computer:** Yes

**Maneuverability:** 3D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**Light Ion Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 3D (1D if used by pilot)

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 4D



## R-41 Starchaser



**Craft:** FreiTek Inc. R-41 Starchaser  
**Alignment:** General / Rebel Alliance  
**Era:** Rebellion  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 11 meters  
**Skill:** Starfighter piloting: R-41  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1  
**Cargo Capacity:** 35 kilograms  
**Consumables:** 2 days  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 10  
**Atmosphere:** 415; 1,200 km/h  
**Hull:** 2D  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Ion Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D

## Razor Fighter

**Craft:** Sarypon/SunHui Spacework  
 Razor Fighter  
**Alignment:** General  
**Era:** Rebellion  
**Type:** Attack starfighter  
**Scale:** Starfighter  
**Length:** 13.6 meters  
**Skill:** Starfighter piloting: Razor fighter  
**Crew:** 1  
**Cargo Capacity:** 100 kg  
**Consumables:** 2 days  
**Cost:** 140.000 (new), 80.000 (used)  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x10  
**Nav Computer:** Limited to 5 Jumps  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h

**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Dual Lasers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D+2  
**Dual Ion Cannons**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D  
**2 Concussion Missile Tubes**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 8  
*Fire Control:* 2D  
*Space Range:* 1/5/9  
*Atmosphere Range:* 50-100/500/900 m  
*Damage:* 8D

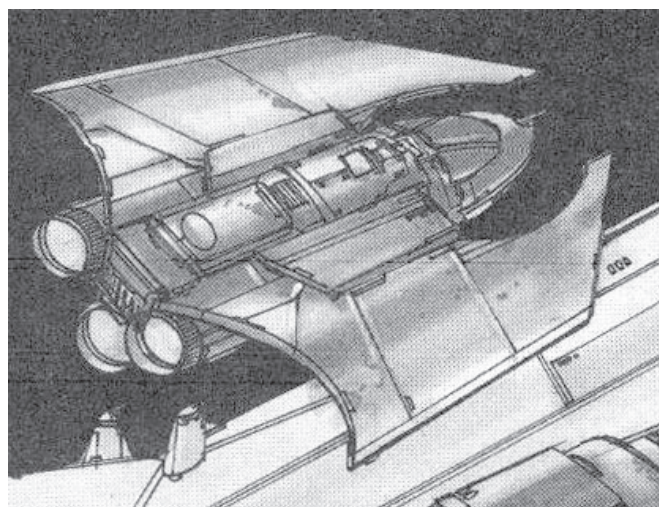


## Miy'til Fighter



**Craft:** Hapan Cluster Miy'til Fighter  
**Alignment:** Hapes Consortium  
**Era:** Rebellion  
**Source:** Starships of the Galaxy (pages 70-71), The Essential Guide to Vehicles and Vessels (pages 160-161)  
**Type:** Heavy combat starfighter  
**Scale:** Starfighter  
**Length:** 7.5 meters  
**Skill:** Starfighter piloting: Miy'til fighter  
**Crew:** 1 (plus astromech droid)  
**Crew Skills:** Astrogation 3D+2, Starship gunnery 3D+1, starfighter piloting 4D, starship shields 3D+2  
**Cargo Capacity:** 25 kilograms  
**Consumables:** 1 week  
**Cost:** 210,000  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** Yes  
**Nav Computer:** Astromech droid holds 10 jumps  
**Maneuverability:** 3D  
**Space:** 9  
**Atmosphere:** 400, 1,150 km/h  
**Hull:** 3D+1  
**Shields:** 1D+1  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 50/1D  
*Search:* 75/1D+2  
*Focus:* 3/3D+1  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-4/15/30  
*Atmosphere Range:* 100-300/1.2/1.5 km  
*Damage:* 5D  
**Concussion Missile Tube**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 5  
*Fire Control:* 3D  
*Space Range:* 1/5/9  
*Atmosphere Range:* 50-100/500/900 m  
*Damage:* 9D

## Miy'til Assault Bomber



**Craft:** Hapes Consortium Miy'til Assault Bomber  
**Alignment:** Hapes Consortium  
**Era:** Rebellion  
**Source:** Starships of the Galaxy (page 71)  
**Type:** Bomber  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Starfighter piloting: Miy'til assault bomber  
**Crew:** 2  
**Crew Skill:** Varies  
**Passengers:** None  
**Cargo Capacity:** 400 kilograms  
**Consumables:** 2 days  
**Cost:** 200,000 (new)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Back-Up:** x12  
**Nav Computer:** Astromech droid holds 10 jumps  
**Maneuverability:** 1D+2  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 50/1D  
*Search:* 75/1D+2  
*Focus:* 3/3D+1  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-4/15/30  
*Atmosphere Range:* 100-400/1.5/3 km  
*Damage:* 5D  
**2 Concussion Missile Tubes** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 16 heavy concussion missiles each  
*Fire Control:* 3D  
*Space Range:* 1/5/9  
*Atmosphere Range:* 50-100/500/900 m  
*Damage:* 10D

## Planetary Fighter

**Craft:** Sorosuub Planetary Fighter  
**Alignment:** General  
**Era:** Rebellion  
**Type:** Short range starfighter  
**Scale:** Starfighter  
**Length:** 17.4 meters  
**Skill:** starfighter piloting: planetary fighter  
**Crew:** 1; gunners: 1  
**Crew Skill:** starfighter piloting 3D+2, starship gunnery 3D+1, starship shields 2D+1  
**Cargo Capacity:** 75 kilograms  
**Consumables:** 2 days  
**Cost:** 68,000  
**Maneuverability:** 2D  
**Space:** 9  
**Atmosphere:** 400; 1150 km/h  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
*Search:* 80/3D  
*Focus:* 4/4D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Proton Torpedo Launcher**  
*Fire Arc:* Front  
*Skill:* starship gunnery  
*Ammo:* 6  
*Fire Control:* 2D+2  
*Space Range:* 1-3/7/13  
*Atmosphere Range:* 100-300/700/1.3 km  
*Damage:* 9D



## Supa Fighter



**Craft:** Joraan Drive Systems *Supa-class* Starfighter  
**Alignment:** General / Black Sun  
**Era:** Rebellion  
**Scale:** Starfighter  
**Length:** 19 meters  
**Skill:** Starfighter piloting: Supa fighter  
**Crew:** 1  
**Cargo Capacity:** 250 kg  
**Cost:** 180.000 (new)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x7  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 8  
**Atmosphere:** 365; 1.050 km/h  
**Hull:** 3D+2  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 80/1D+2  
*Focus:* 2/2D+1  
**Weapons:**  
**Dual Lasers**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-300/1.2/1.7 km  
*Damage:* 6D  
**Ion Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-250/1/1.5 km

*Damage:* 4D  
**Two Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 8  
*Fire Control:* 2D+1  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700 m  
*Damage:* 9D



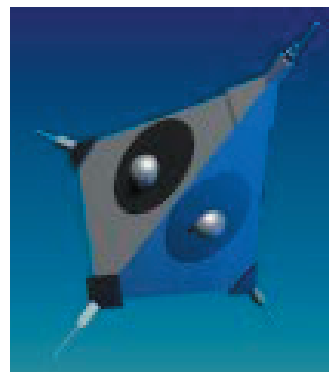
## Preybird Fighter

**Craft:** Sorosuub *Preybird*-class Starfighter  
**Alignment:** General / New Republic  
**Era:** Rebellion  
**Source:** The Thrawn Trilogy Sourcebook (pages 225-226)  
**Type:** Heavy assault starfighter  
**Scale:** Starfighter  
**Length:** 21 meters  
**Skill:** Starfighter piloting: Preybird  
**Crew:** 1, gunner: 1  
**Crew Skill:** Astrogation 6D, sensors 5D, starfighter piloting 6D+2, starship gunnery 6D, starship shields 6D  
**Cargo Capacity:** 15 kg  
**Consumables:** 4 days  
**Cost:** 200,000 credits  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Limited to five jumps  
**Maneuverability:** 1D  
**Space:** 9  
**Atmosphere:** 400; 1,150 km/h  
**Hull:** 4D+2  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Heavy Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D+1  
**2 Concussion Missile Launchers**  
*Fire Arc:* 1 front, 1 rear  
*Skill:* Starship gunnery  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 8D



## Ssi-ruuvi Battle Droid

**Craft:** Ssi-ruuvi *Swarm*-class Battle Droid  
**Alignment:** Ssi-ruuk  
**Era:** New Republic  
**Source:** The Essential Guide to Vehicles and Vessels (pages 150-151)  
**Type:** Alien drone fighter  
**Scale:** Starfighter  
**Length:** 2 meters  
**Skill:** Special (see below)  
**Maneuverability:** 4D+2  
**Space:** 10  
**Atmosphere:** 415; 1,200 km/h  
**Hull:** 1D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/2D  
*Scan:* 40/2D+2  
*Search:* 60/3D  
*Focus:* 3/4D  
**Weapons:**  
**4 Laser Cannons** (may be automatically fire-linked by droid)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 3D  
**Notes:** When controlled directly by Ssi-ruuvi cruisers, battle droids use the following skill die codes: starfighter piloting 4D, starship gunnery 3D+1, starship shields 3D+2. When acting on their own - and merely relaying on data back to Ssi-ruuvi Cruisers - Battle droids have the following skill die codes: starfighter piloting 5D, starship gunnery 4D+1, starship shields 4D+2.  
**Weapon Damage:** A single laser cannon does 3D damage. Two or three of the cannons may be linked together to do 4D damage, while all four cannons may be linked for 5D damage. Fire-linking these weapons can be accomplished automatically.



**Energy Absorption:** If a battle droid is hit by an incoming laser or Turbolaser blast (does not apply for ion cannons, tractor beams, concussion missiles or proton torpedoes) and the intelligence controlling the shields makes a Moderate starship shields roll, the micro-filament grid has been properly aligned to absorb part of the incoming energy. If this is successful, on the next round an extra 1D may be added to either shields or weapon damage or the droid's speed can be improved to Space: 11, Atmosphere: 435; 1,250 kmh for one round. If the ship is heavily damaged or worse, the micro-filament grid is overloaded and the energy is not absorbed.

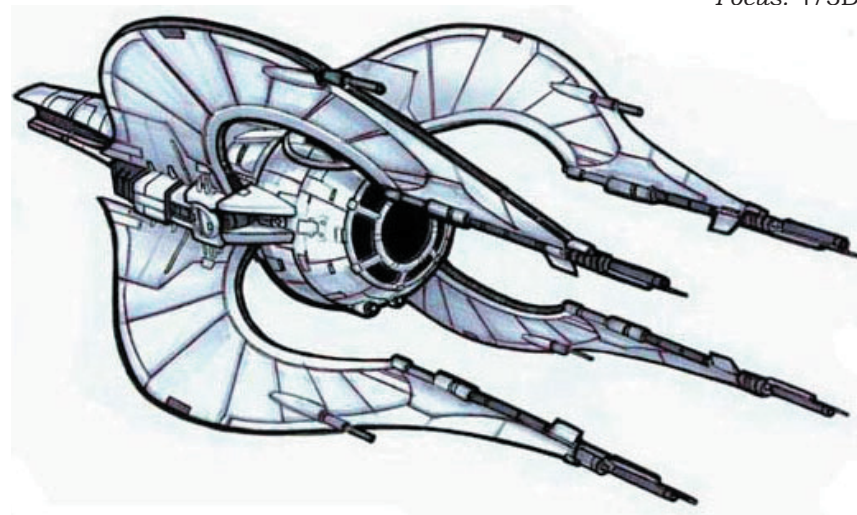
**Sensor Tracking:** The highly-radioactive exhaust of Ssi-ruuvi battle droids makes them easy to track. Enemy sensor operators get a +2D bonus to sensors when searching for and tracking these ships.

**Gamemaster Notes:** Ssi-ruuvi battle droids are extremely agile and move erratically in combat. The first time a character battle Ssi-ruuvi droids,

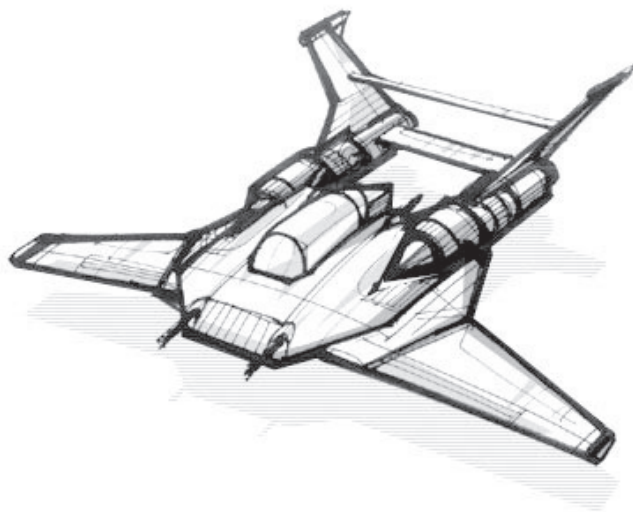
he suffers a -1D penalty to starship gunnery (or -2D penalty for capital ship gunnery) for the first five rounds of combat. After this period of time has elapsed, the character has “accustomed” to the odd movements of battle droids and can use his or her full gunnery skill.

## Clawcraft

**Craft:** Chiss Clawcraft  
**Alignment:** Chiss  
**Era:** New Republic  
**Type:** Starfighter  
**Scale:** Starfighter  
**Length:** 7.65 meters  
**Skill:** Starfighter piloting: Clawcraft  
**Crew:** 1  
**Crew Skill:** Typically 8D in relevant skills  
**Passengers:** None  
**Cargo Capacity:** 25 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1.5  
**Nav Computer:** No  
**Maneuverability:** 3D+1  
**Space:** 10  
**Atmosphere:** 415; 1,200 km/h  
**Hull:** 2D  
**Shields:** 1D+1  
**Sensors:**  
*Passive:* 25/1D+1  
*Scan:* 40/2D+1  
*Search:* 60/3D+1  
*Focus:* 4/4D  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship Gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 7D



## Blade-32



**Craft:** Tarrvin-on-Kallik Blade-32 Starfighter  
**Alignment:** Adumar  
**Era:** New Republic  
**Type:** Aerospace superiority starfighter  
**Scale:** Starfighter  
**Length:** 12.6 meters  
**Skill:** Starfighter piloting: Blade-32  
**Crew:** 1  
**Crew Skill:** starfighter piloting 4D, starship gunnery 5D+1  
**Cargo:** 65 kg  
**Consumables:** 2 days  
**Cost:** 55,000 (new), 25,000 (used)  
**Maneuverability:** 2D+2  
**Space:** 7  
**Atmosphere:** 295; 850 km/h  
**Hull:** 5D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 45/1D+2  
*Search:* 75/2D+1  
*Focus:* 4/3D

### Weapons:

**4 Laser Cannons** (fire-linked by pairs)  
*Fire Arc:* 2 front, 2 rear  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Concussion Missile Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Ammo:* 5 missiles each  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 7D



# Separatists

## Droid Starfighter

**Craft:** Xi Char Variable Geometry Self-Propelled Battle Droid, Mk. 1

**Alignment:** Trade Federation

**Era:** Old Republic

**Source:** Secrets of Naboo (page 8)

**Type:** Autonomous starfighter

**Scale:** Starfighter

**Length:** 3.5 meters

**Skill:** Starfighter piloting

**Crew:** 0 (droid brain)

**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D+1

**Cargo Capacity:** None

**Consumables:** None

**Cost:** 19,000 (new), 5000 (used)

**Maneuverability:** 3D

**Space:** 10

**Atmosphere:** 415; 1,200 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**2 Blaster Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 0D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 5D

**Two Energy Torpedo Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Ammo:* 4 torpedoes each

*Space Range:* 1/3/7

*Atmosphere Range:* 30-100/300/700 m

*Damage:* 9D



## Droid Bomber



**Craft:** Xi Char Cathedral Factories Droid Bomber

**Alignment:** Trade Federation

**Era:** Old Republic

**Type:** Surface bomber

**Scale:** Starfighter

**Length:** 3.9 meters

**Skill:** Droid programming: droid bomber

**Crew:** None (droid control ship)

**Crew Skill:** Starfighter piloting 2D, starship gunnery 3D, starship shields 2D

**Cargo:** 80 kg

**Cost:** 74,000 for four; 5,000 for control unit

**Maneuverability:** 1D+1

**Space:** 7

**Atmosphere:** 500; 1350 km/h

**Hull:** 3D

**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 50/2D

*Focus:* 3/2D+1

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 1-300/1.2/2.5km

*Damage:* 4D

**2 Energy Torpedo Launchers** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D+1

*Space Range:* 1/3/5

*Atmosphere Range:* 50-100/300/500 km

*Damage:* 9D

**Proton Bomb Launcher**

*Fire Arc:* Ventral

*Skill:* Starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1/3/5

*Atmosphere Range:* 1-100/300/500 km

*Damage:* 13D



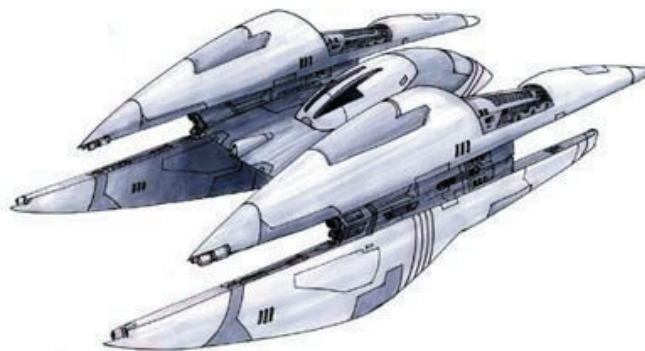
## Scarab



**Craft:** Xi Char Scarab  
**Alignment:** Trade Federation  
**Era:** Old Republic  
**Type:** Drone starfighter  
**Scale:** Starfighter  
**Length:** 3.8 meters  
**Skill:** Starfighter piloting: Scarab  
**Crew:** None (droid brain)  
**Crew Skill:** Starfighter piloting 2D, starship gunnery 3D, sensors 3D  
**Cost:** 21,000 (new), 4,000 (used)  
**Maneuverability:** 1D+2  
**Space:** 4  
**Atmosphere:** 350; 1000 km/h  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 5/0D  
*Scan:* 15/1D  
*Search:* 25/2D  
*Focus:* 1/3D  
**Weapons:**  
**4 Blaster Cannons** (fire-linked in pairs)  
*Fire Arc:* Front  
*Scale:* Speeder  
*Skill:* Vehicle blasters  
*Fire Control:* 0D  
*Space Range:* 1-6/25/25  
*Atmosphere Range:* 2-12/25/50 km  
*Damage:* 5D

## Advanced Droid Starfighter

**Craft:** Xi Char Variable Geometry Self-Propelled Battle Droid, Mk. 2  
**Alignment:** Trade Federation  
**Era:** Rise of the Empire  
**Type:** Advanced droid starfighter  
**Scale:** Starfighter  
**Length:** 3.5 meters  
**Skill:** Starfighter piloting: advanced droid starfighter  
**Crew:** None (droid brain)  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 3D+2, sensors 3D



**Cost:** 60,000 (new), 19,000 (used)  
**Maneuverability:** 2D+2  
**Space:** 10  
**Atmosphere:** 415; 1180 km/h  
**Hull:** 4D  
**Sensors:**  
*Passive:* 5/0D  
*Scan:* 15/1D  
*Search:* 25/2D  
*Focus:* 1/3D  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 0D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 4 torpedoes each  
*Fire Control:* 3D  
*Space Range:* 1-3/7/15  
*Atmosphere Range:* 100-300/700/1.5 km  
*Damage:* 9D

## Advanced Droid Bomber

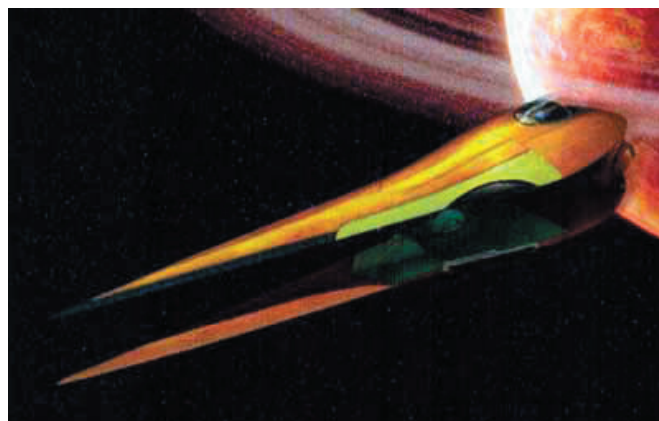


**Craft:** Xi Char Cathedral Factories Advanced Droid Bomber  
**Alignment:** Trade Federation  
**Era:** Rise of the Empire  
**Type:** Anti-capital ship and surface bomber  
**Scale:** Starfighter  
**Length:** 3.9 meters  
**Skill:** Droid programming: advanced droid bomber  
**Crew:** None (droid control ship)  
**Crew Skill:** Starfighter piloting 2D, starship gunnery 3D

**Cargo:** 60 kg  
**Cost:** 80,000 for four; 5,000 for control unit  
**Maneuverability:** 1D+2  
**Space:** 9  
**Atmosphere:** 500/1350 km/h  
**Hull:** 3D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 50/2D  
*Focus:* 3/2D+1  
**Weapons:**  
**2 Heavy Proton Missile Launchers** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 16  
*Fire Control:* 2D  
*Space Range:* 1-3/7/15  
*Atmosphere Range:* 1-300/700/1.5 km  
*Damage:* 10D

## Geonosian Starfighter

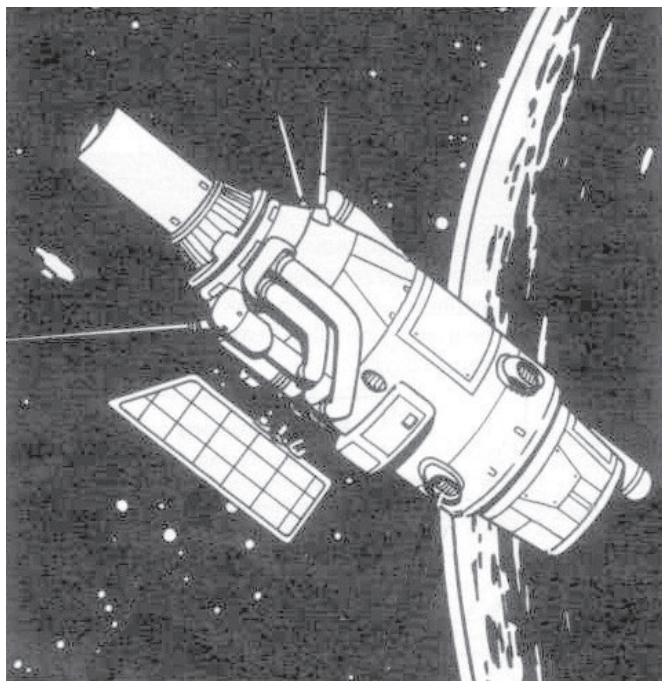
**Craft:** Huppla Pasa Tisc Shipwrights Collective's Nantex-class Territorial Defence Fighter  
**Alignment:** Separatists  
**Era:** Rise of the Empire  
**Type:** Light interceptor starfighter  
**Scale:** Starfighter  
**Length:** 9.8 meters  
**Skill:** starfighter piloting: Nantex-class starfighter  
**Crew:** 1  
**Crew Skill:** starfighter piloting 3D+1, starship gunnery 3D+2, starship shields 3D  
**Cargo Capacity:** 40 kilograms  
**Consumables:** 1 day



**Cost:** Not Available for Sale (estimated value 72,000 credits)  
**Maneuverability:** 2D+1  
**Space:** 10  
**Atmosphere:** 415, 1,200 km/h  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 45/1D+1  
*Search:* 85/2D+2  
*Focus:* 4/4D  
**Weapons**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 0D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

# Imperial

## Defender Ion Mine



**Craft:** Merr-Sonn Defender Ion Mine  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Source:** Cracken's Rebel Field Guide (page 80)  
**Type:** Space-based ion mine  
**Scale:** Starfighter  
**Skill Code:** Scanning 5D  
**Range:** 3/6/10 km  
**Body:** 2D  
**Fire Control:** 6D  
**Damage:** 10D Ionization

**Note:** Easy *Mechanical* roll to detect the mines. To avoid detection, the pilot makes a *starship piloting* maneuver action, while each mine makes a *scanning* roll. The mines may not combine actions to detect a ship. Any mine which rolls higher than the maneuver detects the ship and begins firing one per round. Mines will ignore anything less than 4 meters in diameter.

## T.I.E. Starfighter

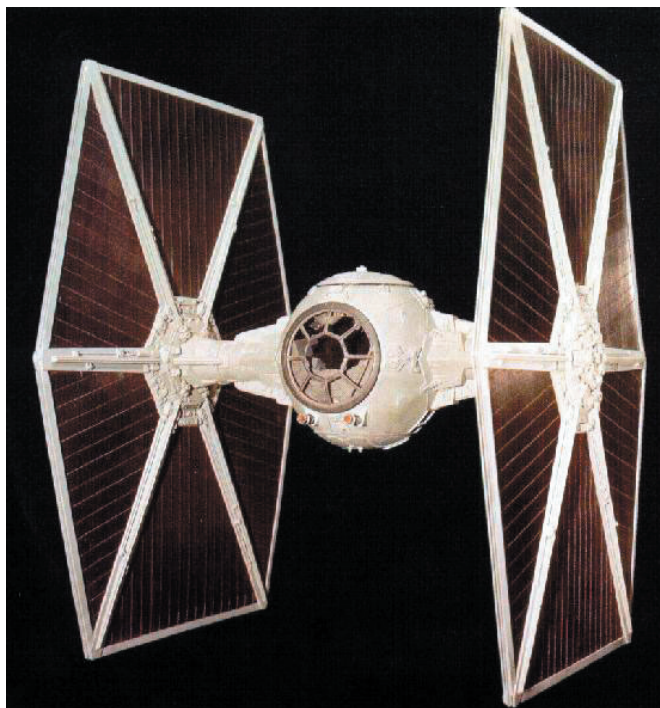
**Craft:** Sienar Fleet Systems T.I.E.  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 6.3 meters  
**Skill:** Starfighter piloting; TIE  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D  
**Cargo Capacity:** 65 kg  
**Consumables:** 2 days  
**Cost:** Not available for sale  
**Maneuverability:** 2D



**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 2D  
**Sensors**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**Double Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 3D

## TIE/In Fighter

**Craft:** Sienar Fleet Systems TIE/In  
**Alignment:** Empire





**Era:** Rise of the Empire

**Source:** Core Rulebook (pages 249-250), The Thrawn Trilogy Sourcebook (pages 226-227), The Essential Guide to Vehicles and Vessels (pages 180-181)

**Type:** Space superiority fighter

**Scale:** Starfighter

**Length:** 6.3 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1

**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D

**Cargo Capacity:** 65 kg

**Consumables:** 2 days

**Cost:** 60,000 (new), 25,000 (used)

**Maneuverability:** 2D

**Space:** 10

**Atmosphere:** 415; 1,200 km/h

**Hull:** 2D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**2 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

4D

**Cargo Capacity:** 10 metric tons

**Consumables:** 2 days

**Cost:** Not available for sale

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 2D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 2D+2

**Concussion Missile Launcher \***

*Fire Arc:* Front

*Skill:* Starship gunnery: concussion missiles

*Fire Control:* 1D

*Space Range:* 1-2/8/15

*Atmosphere Range:* 100-200/800/1.5 km

*Damage:* 8D

\* The usual payload is 12 concussion missiles, but the missile launcher can also handle other specially packed payloads, including six proton torpedoes, 18 air-deployed mines, two cluster bombs, and, in unusual cases, 20,000 plastic leaflets.

## TIE Ground Targeting



**Craft:** Sienar Fleet Systems TIE/gt

**Alignment:** Empire

**Era:** Rise of the Empire

**Type:** Ground-targeting starfighter/bomber

**Scale:** Starfighter

**Length:** 6.3 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1

**Crew Skill:** Starfighter piloting 4D+1, starship gunnery

## TIE Reconnaissance



**Craft:** Sienar Fleet Systems TIE/rc

**Alignment:** Empire

**Era:** Rise of the Empire

**Type:** Reconnaissance starfighter

**Scale:** Starfighter

**Length:** 6.3 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1  
**Crew Skill:** Sensors 4D+2, starfighter piloting 4D+1, starship gunnery 4D  
**Cargo Capacity:** 65 kg  
**Consumables:** 2 days  
**Cost:** Not available for sale  
**Maneuverability:** 2D+2  
**Space:** 10  
**Atmosphere:** 415; 1,200 km/h  
**Hull:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D  
*Focus:* 6/4D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D+2

**Sensors:**  
*Passive:* 30/0D  
*Scan:* 40/1D  
*Search:* 80/3D+2  
*Focus:* 6/4D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D+2

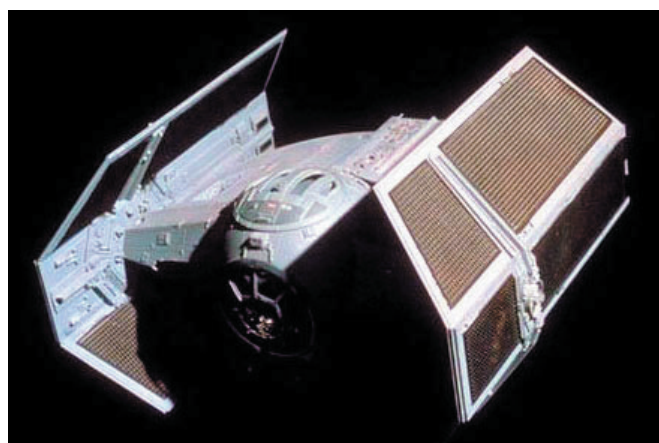
**Note:** The TIE/fc improves the fire control of another capital ship gunner by +2D, or a starfighter gunner by +1D. The TIE/fc must make a search scan of the designated target - a Moderate sensors skill difficulty, modified by circumstance and the TIE/fc's search value of 3D+2 - and be within sensor search range (80 units). Target acquisition can be dodged as if it were enemy fire. The improved fire control has no effect on the firing gun's range. Only one target can be painted and one gun guided at a time. New targets can be acquired and different guns guided in any round, as actions.

## TIE Fire Control



**Craft:** Sienar Fleet Systems TIE/fc  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Type:** Fire control starfighter  
**Scale:** Starfighter  
**Length:** 6.3 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Crew Skill:** Sensors 4D+2, starfighter piloting 4D+1, starship gunnery 4D  
**Cargo Capacity:** 65 kg  
**Consumables:** 2 days  
**Cost:** Not available for sale  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 2D

## TIE Advanced x1



**Craft:** Sienar Fleet Systems TIE Advanced x1  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Source:** Starships of the Galaxy (page 75), The Essential Guide to Vehicles and Vessels (pages 30-31)  
**Type:** Space superiority starfighter  
**Scale:** Starfighter  
**Length:** 7.8 meters  
**Skill:** Starfighter piloting: TIE  
**Crew:** 1  
**Cargo Capacity:** 150 kg  
**Consumables:** 5 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** limited to 10 jumps  
**Maneuverability:** 1D+1  
**Space:** 10  
**Atmosphere:** 415; 1,200 km/h  
**Hull:** 3D  
**Shields:** 1D+1  
**Sensors:**

*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Heavy Laser Cannons** (fire-linked)  
*Fire Arc:* front  
*Skill:* starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

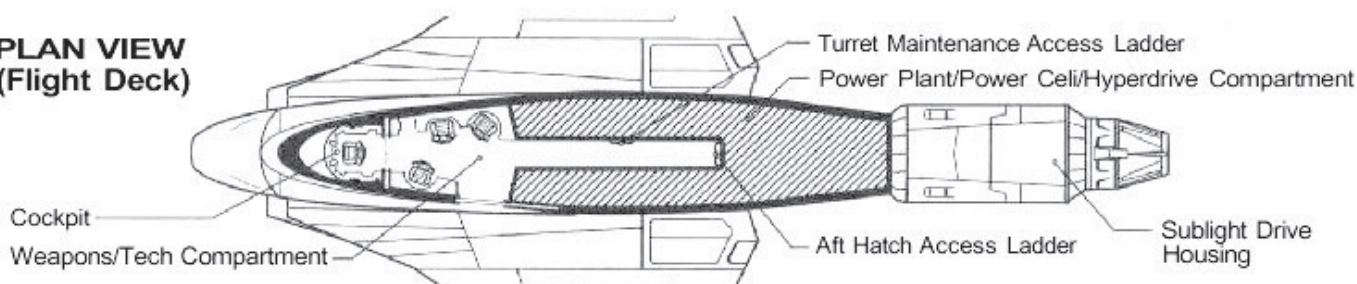
## Skypray Blastboat



**Craft:** Sienar Fleet Systems GAT-12j Skypray  
**Alignment:** Empire / General  
**Era:** Rise of the Empire  
**Source:** Imperial Sourcebook (pages 50-51), The Thrawn Trilogy Sourcebook (pages 239-242), Pirates & Privateers (page 86), Starships of the Galaxy (pages 84-85), The Essential Guide to Vehicles and Vessels (pages 142-143)  
**Type:** Defense and patrol blastboat  
**Scale:** Capital  
**Length:** 25 meters  
**Skill:** Starfighter piloting; skypray blastboat  
**Crew:** 2 (1 can coordinate), gunners: 2, skeleton: 1/+5  
**Crew Skill:** Astrogation 4D, capital ship gunnery 5D, starfighter piloting 4D, starship gunnery 5D+1, starship shields 4D+1  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 1 month

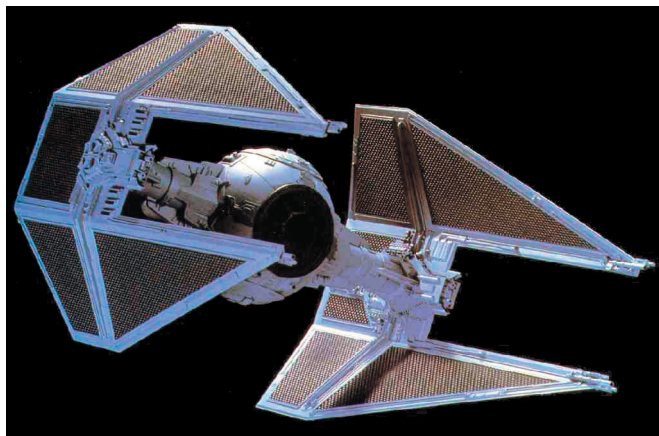
**Cost:** 285,000 (new), 150,000 (used)  
**Hyperdrive:** x2  
**Nav Computer:** Limited to 4 jumps  
**Maneuverability:** 1D+2 (2D+2 in atmosphere)  
**Space:** 8  
**Atmosphere:** 415; 1,200 km/h  
**Hull:** 2D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 35/1D  
*Scan:* 60/1D+2  
*Search:* 100/2D  
*Focus:* 3/2D+2  
**Weapons:**  
**3 Medium Ion Cannons** (fire linked)  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Proton Torpedo Launcher**  
*Fire Arc:* Front  
*Crew:* 1 (same gunner as ion cannon)  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 9D  
**Concussion Missile Launcher**  
*Fire Arc:* Front  
*Crew:* 1 (same gunner as ion cannon)  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space range:* 1/3/7  
*Atmosphere Range:* 1-50/100/250 m  
*Damage:* 6D

### PLAN VIEW (Flight Deck)





## TIE Interceptor



**Craft:** Sienar Fleet Systems TIE Interceptor

**Alignment:** Empire

**Era:** Rebellion

**Source:** Core Rulebook (page 250), Galaxy Guide 5: Return of the Jedi (page 50), The Thrawn Trilogy Sourcebook (page 227), Starships of the Galaxy (page 76), The Essential Guide to Vehicles and Vessels (pages 182-183)

**Type:** Space superiority starfighter

**Scale:** Starfighter

**Length:** 6.6 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1

**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2

**Cargo Capacity:** 75 kg

**Consumables:** 2 days

**Cost:** 120,000 (new), 75,000 (used)

**Maneuverability:** 3D+2

**Space:** 11

**Atmosphere:** 435; 1,250 km/h

**Hull:** 3D

**Sensors:**

*Passive:* 25/1D

*Scan:* 40/2D

*Search:* 60/2D

*Focus:* 4/3D+2

**Weapons:**

**4 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 6D

## TIE Bomber

**Craft:** Sienar Fleet Systems TIE Bomber

**Alignment:** Empire

**Era:** Rebellion

**Source:** Starships of the Galaxy (pages 75-76), The Essential Guide to Vehicles and Vessels (pages 172-173)

**Type:** Dedicated light space bomber

**Scale:** Starfighter

**Length:** 7.8 metres

**Skill:** Starfighter piloting: TIE

**Crew:** 1

**Crew Skill:** Missile weapons 4D+1, starfighter piloting 4D, starship gunnery 5D

**Cargo Capacity:** 15 metric tons (bomb bay)

**Consumables:** 2 days

**Cost:** 150,000 (new), 75,000 (used)

**Maneuverability:** 0D

**Space:** 6

**Atmosphere:** 295, 850km/h

**Hull:** 4D+1

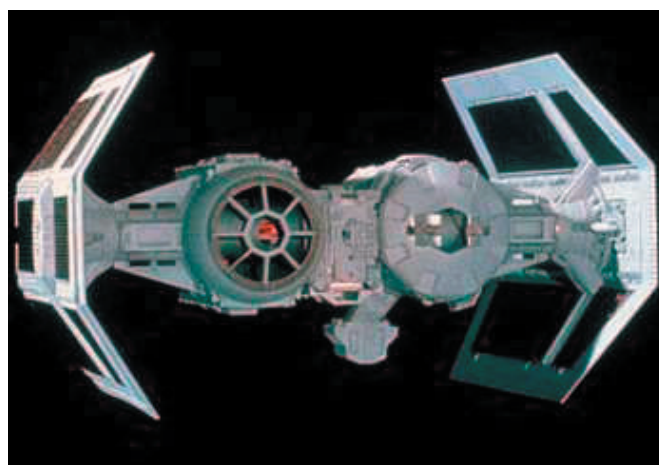
**Sensors:**

*Passive:* 20/0D

*Scan:* 35/1D

*Search:* 50/2D

*Focus:* 3/2D+2



**Weapons:**

**2 Laser Cannons** (fire linked)

*Fire Arc:* front

*Skill:* starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5km

*Damage:* 3D

**Concussion Missiles Launcher**

*Fire Arc:* front

*Skill:* Missile weapons: concussion missiles

*Ammo:* 16

*Fire Control:* 3D+2

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/1/5 km

*Damage:* 9D

## TIE Shuttle

**Craft:** Sienar Fleet Systems TIE shuttle

**Alignment:** Empire

**Era:** Rebellion

**Type:** Priority personnel shuttle

**Scale:** Starfighter

**Length:** 7.8 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1

**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D

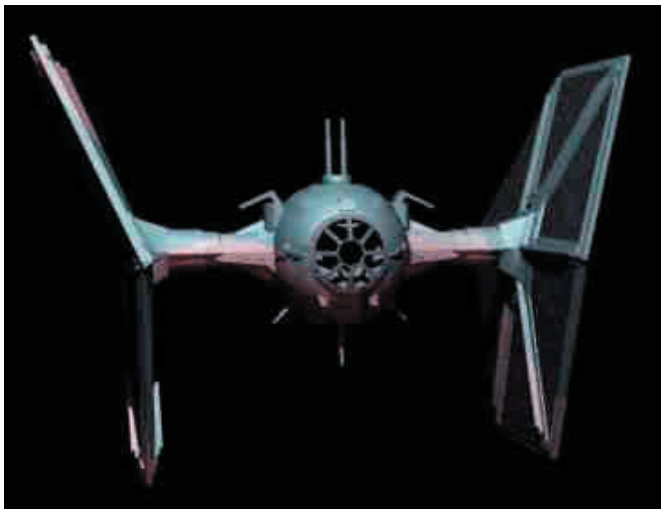
**Passengers:** 2



**Cargo Capacity:** 1 metric ton  
**Consumables:** 2 days  
**Cost:** Not available for sale  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D+2

## TIE Vanguard

**Craft:** Sienar Fleet Systems TIE/va Vanguard  
**Alignment:** Empire  
**Era:** Rebellion  
**Type:** Reconnaissance Starfighter  
**Scale:** Starfighter  
**Length:** 6.3 meters



**Skill:** Starfighter Piloting: TIE  
**Crew:** 1  
**Crew Skill:** Starfighter Piloting 4D, Starship Gunnery 3D+1, sensors 4D  
**Cargo:** 35 kg  
**Consumables:** 3 Days  
**Cost:** Not Available for Sale  
**Maneuverability:** 1D+2  
**Space:** 11  
**Atmosphere:** 435/1350 km/h  
**Hull:** 2D+1  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 60/2D  
*Search:* 90/3D  
*Focus:* 5/4D+1  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Crew:* Pilot  
*Skill:* Starship Gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 1-300/1.2/2.5km  
*Damage:* 4D

## TIE Raptor



**Craft:** Zsinj TIE/rpt  
**Alignment:** Empire  
**Era:** Rebellion  
**Type:** Combat starfighter  
**Scale:** Starfighter  
**Length:** 6.8 meters  
**Skill:** Starfighter piloting: TIE  
**Crew Skill:** Starfighter piloting 5D+1, starship gunnery 5D  
**Cargo Capacity:** 50 kg  
**Consumables:** 2 days  
**Maneuverability:** 3D+2  
**Space:** 8  
**Atmosphere:** 355, 1,050 km/h  
**Hull:** 4D  
**Sensors:**  
*Passive:* 20/0D

Scan: 35/1D  
Search: 50/2D  
Focus: 3/2D+2

**Weapons:**

**4 Laser Cannons**

Fire Arc: front  
Skill: starship gunnery  
Fire Control: 2D+2  
Space Range: 1-5/14/27  
Atmosphere Range: 100-500/1.4/2.7 km  
Damage: 3D+2

**2 Concussion Missile Tubes**

Fire Arc: front  
Skill: starship gunnery  
Fire Control: 3D  
Space Range: 1/4/7  
Atmosphere Range: 0.05-0.5/1/5 km  
Damage: 9D

## TIE Phantom



**Craft:** Sienar Fleet Systems V-38 TIE

**Alignment:** Empire

**Era:** Rebellion

**Type:** Strategic fighter

**Scale:** Starfighter

**Length:** 14.6 meters

**Skill:** Starfighter piloting: V-38 TIE

**Crew:** 1

**Cargo Capacity:** 50 kg

**Consumables:** 3 days

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x15

**Nav Computer:** Limited to 5 jumps

**Maneuverability:** 3D

**Space:** 11

**Atmosphere:** 415; 1,000 km/h

**Hull:** 2D

**Shields:** 1D+2

**Sensors:**

Passive: 40/3D

Scan: 80/5D

Search: 130/5D+2

Focus: 7/6D

**Cloaking Device:** When activated, all sensors and visual contact is lost. Additionally, starfighter is invisible to all

sensors and visual scanning while cloaked.

**Weapons:**

**3 Laser Cannons** (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 6D

## Assault Gunboat



**Craft:** Cignus SpaceWorks Alpha Class Xg-1 Star Wing

**Alignment:** Empire

**Era:** Rebellion

**Type:** Assault Fighter / Gunboat

**Scale:** Starfighter

**Length:** 15 meters

**Skill:** Starfighter piloting: Assault Gunboat

**Crew:** 1

**Cargo Capacity:** 40 metric tons

**Consumables:** 1 week

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Nav Computer:** Limited to 4 jumps

**Maneuverability:** 1D+2

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 3D+2

**Shields:** 2D

**Sensors:**

Passive: 30/0D

Scan: 50/1D

Search: 75/2D

Focus: 4/4D+1

**Weapons:**

**2 Laser Cannons** (fire-linked)

Fire Arc: Front

Skill: Starship gunnery

Fire Control: 3D

Space Range: 1-3/12/25

Atmosphere Range: 100-300/1.2/2.5 km

Damage: 5D

**2 Ion Cannons** (fire-linked)

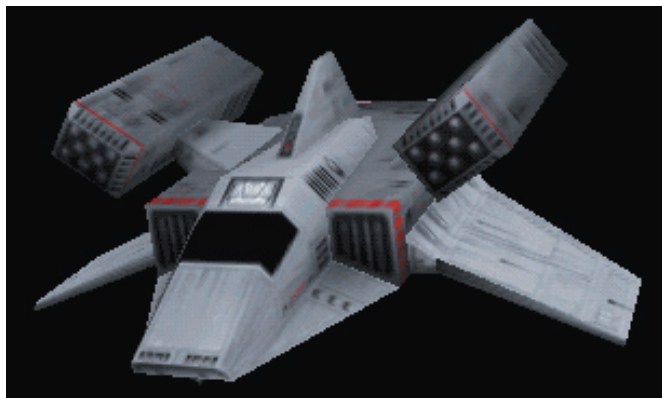
Fire Arc: Front

Skill: Starship gunnery



*Fire Control:* 4D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 3D  
**2 General Purpose Warhead Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 8D

## Missile Boat



**Craft:** Cygnus Spaceworks Xg-13 Missile Boat  
**Alignment:** Empire  
**Era:** Rebellion  
**Type:** Heavy assault starfighter  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Starfighter piloting: missile boat  
**Crew:** 1  
**Crew Skill:** starfighter piloting 3D+2, starship gunnery 4D, starship shields 2D+1  
**Cargo Capacity:** 130 kilograms  
**Consumables:** 1 Week  
**Cost:** 96,000  
**Hyperdrive:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 9 (12 when engaging SLAM)  
**Atmosphere:** 400; 1,150 km/h  
**Hull:** 4D+2  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 45/2D  
*Search:* 80/3D  
*Focus:* 6/4D  
**Weapons:**  
**Heavy Laser Cannon**  
*Fire Arc:* Front  
*Skill:* starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**16 Concussion Missile Launchers**  
*Fire Arc:* Front

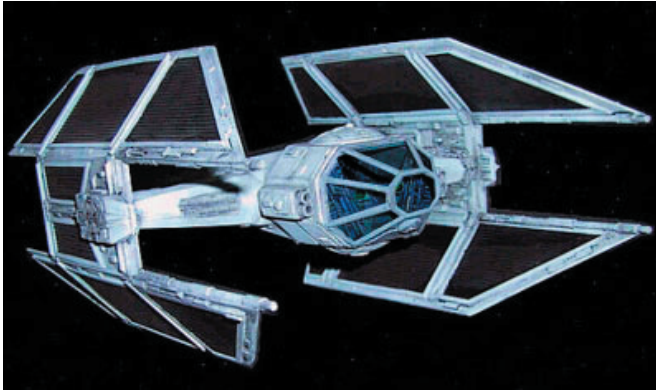
*Skill:* starship gunnery  
*Ammo:* 5 missiles per tube  
*Fire Control:* 2D+2  
*Space Range:* 1-3/7/13  
*Atmosphere Range:* 100-300/700/1.3 km  
*Damage:* 9D

## Scimitar Assault Bomber



**Craft:** Sienar Fleet Systems Scimitar  
**Alignment:** Empire  
**Era:** New Republic  
**Source:** The Thrawn Trilogy Sourcebook (page 226), Starships of the Galaxy (pages 72-73), The Essential Guide to Vehicles and Vessels (pages 136-137)  
**Type:** Assault bomber  
**Scale:** Starfighter  
**Length:** 13.8 meters  
**Skill:** Starfighter piloting: Scimitar  
**Crew:** 2  
**Crew Skill:** Starfighter piloting 4D, starfighter gunnery 4D+2, Starship shields 2D+1, missile weapons 4D+2  
**Cargo Capacity:** 200 kilograms  
**Consumables:** 2 days  
**Maneuverability:** 2D+1  
**Space:** 9  
**Atmosphere:** 295; 850 km/h  
**Hull:** 5D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Concussion Missile Launcher**  
*Fire Arc:* Front  
*Skill:* Missile weapons: concussion missiles  
*Ammo:* 16  
*Fire Control:* 3D+2  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-500/1/5 km  
*Damage:* 9D

## TIE Advanced / Avenger



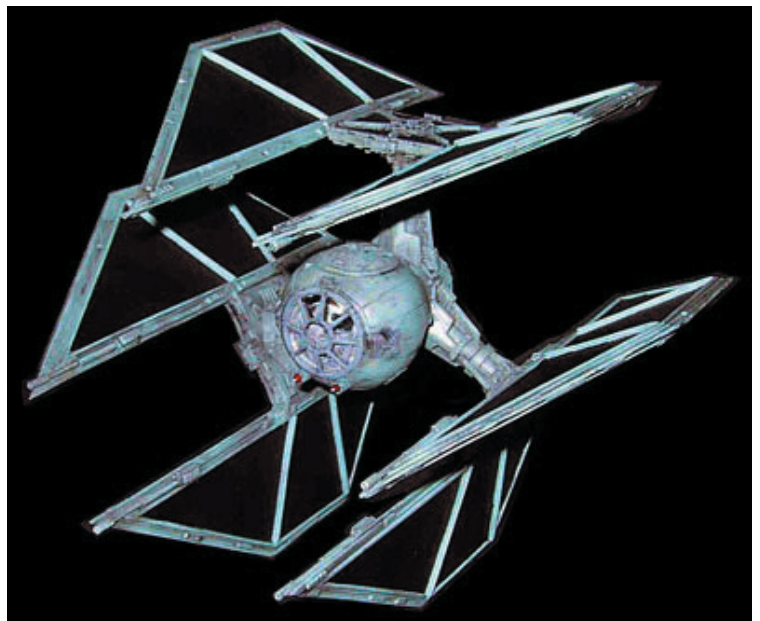
**Craft:** Sienar Fleet Systems' TIE/ad  
**Alignment:** Empire  
**Era:** Rebellion  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 6.4 meters  
**Skill:** Starship piloting: TIE  
**Crew:** 1  
**Crew Skill:** Astrogation 4D, Starfighter piloting 5D+2, starship gunnery 4D, starship shields 4D+1  
**Cargo Capacity:** 70 kilograms  
**Consumables:** 2 days  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes  
**Maneuverability:** 5D  
**Space:** 15  
**Atmosphere:** 515; 1450 km/h  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 25/1D+1  
*Scan:* 40/2D  
*Search:* 60/3D+2  
*Focus:* 4/4D  
**Weapons:**  
**4 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 General Purpose Warhead Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7 for missile and torpedoes, 1/2/5 for rockets and bombs  
*Atmosphere Range:* 50-500/1/5 km if a missile, 30-100/300/700 if a torpedo  
*Damage:*  
 9D if a concussion missile or proton torpedo is used  
 10D if a heavy rocket is used  
 11D if a heavy proton bomb is used.  
**Tractor Beam**  
*Fire Arc:* Front  
*Skill:* Starship gunnery

*Fire Control:* 2D  
*Space Range:* 1-8/15/20  
*Atmosphere Range:* 100-800/1.5/2 km  
*Damage:* 5D

## TIE Defender Prototype

**Craft:** Sienar Fleet Systems TIE/Ad x7 Prototype  
**Alignment:** Empire  
**Era:** Rebellion  
**Source:** Coruscant and the Core Worlds (pages 77-78)  
**Type:** Prototype starfighter  
**Scale:** Starfighter  
**Length:** 9.2 meters  
**Skill:** Starfighter piloting: TIE/Ad x7  
**Crew:** 1  
**Crew Skill:** 5D in all applicable skills  
**Cargo Capacity:** 85 kilograms  
**Consumables:** 2 days  
**Cost:** Prototype, not available for sale  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to 2 jumps  
**Maneuverability:** 3D  
**Space:** 10  
**Atmosphere:** 415; 1,200 km/h  
**Hull:** 3D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 40/2D  
*Search:* 60/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

## TIE Defender



**Craft:** Sienar Fleet Systems' TIE Defender

**Alignment:** Empire

**Era:** Rebellion

**Source:** Starships of the Galaxy Web Enhancement (pages 2-3), The Essential Guide to Vehicles and Vessels (pages 176-177)

**Type:** Multi-role starfighter

**Scale:** Starfighter

**Length:** 7.2 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1

**Crew Skill:** Astrogation 4D, sensors 4D+2, Starfighter piloting 6D, starship gunnery 5D, starship shields 4D

**Cargo Capacity:** 200 kilograms (can be modified depending on missions)

**Consumables:** 2 days

**Hyperdrive Multiplier:** x1

**Nav Computer:** Yes

**Maneuverability:** 6D

**Space:** 17

**Atmosphere:** 520; 1,550 km/h

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 75/2D

*Focus:* 4/4D+1

**Weapons:**

**4 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 6D

**2 Ion Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 4D

**2 General Purpose Warhead Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7 for missiles and torpedoes, 1/2/5 for rockets and bombs

*Atmosphere Range:* 50-500/1/5 km for missiles, 30-100/300/700 for torpedoes

*Damage:* 9D for concussion missiles or proton torpedoes, 10D for heavy rockets, 11D for heavy proton bombs

**Tractor Beam Projector**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-8/15/20

*Atmosphere Range:* 100-800/1.5/2 km

*Damage:* 5D

## Super TIE/In Fighter

**Craft:** Customized Sienar Fleet Systems TIE/In

**Alignment:** Empire

**Era:** New Republic

**Source:** The Jedi Academy Sourcebook (pages 128-129)

**Type:** Space superiority fighter

**Scale:** Starfighter

**Length:** 6.3 meters

**Skill:** Starfighter piloting: TIE

**Crew:** 1

**Crew Skill:** Starfighter piloting 4D, starship gunnery 3D

**Cargo Capacity:** 55 kilograms

**Consumables:** 2 days

**Maneuverability:** 2D+2

**Space:** 11

**Atmosphere:** 435; 1250 km/h

**Hull:** 2D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**2 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

## TIE Droid



**Craft:** Sienar TIE/D Automated Starfighter

**Alignment:** Empire

**Era:** New Republic

**Source:** Dark Empire Sourcebook (pages 109-110), The Essential Guide to Vehicles and Vessels (pages 178-179)

**Type:** Multi-environment automated attack fighter

**Scale:** Starfighter

**Length:** 6.1 meters

**Crew:** None (droid brain)

**Skill:** Starfighter piloting: TIE



**Crew Skill:** Starfighter piloting 2D+2, starship gunnery 3D

**Consumables:** 1 day

**Cost:** 170,000

**Maneuverability:** 2D+1

**Space:** 10

**Atmosphere:** 450; 1,300 km/h

**Hull:** 3D

**Sensors:**

*Passive:* 20/1D

*Scan:* 25/1D+2

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D+2

## I-7 Howlrunner

**Craft:** Incom I-7 "Howlrunner"

**Alignment:** Empire

**Era:** New Republic

**Source:** Dark Empire Sourcebook (pages 110-111), Starships of the Galaxy (pages 68-69), The Essential Guide to Vehicles and Vessels (pages 74-75)

**Type:** Multi-environment attack fighter

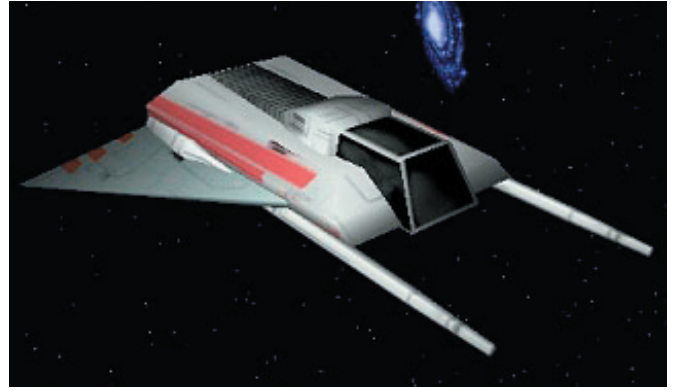
**Scale:** Starfighter

**Length:** 11.4 meters

**Skill:** Starfighter piloting: I-7

**Crew:** 1

**Crew Skill:** Starfighter piloting 4D, starship gunnery 4D+1



**Cargo Capacity:** 80 kilograms

**Consumables:** 2 days

**Cost:** 165,000

**Maneuverability:** 3D+1

**Space:** 9

**Atmosphere:** 450; 1,300 km/h

**Hull:** 4D

**Shields:** 1D+1

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 55/2D

*Focus:* 3/3D

**Weapons:**

**Two Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D+2

# Alliance

## X-Wing



**Craft:** Incom T-65B X-Wing  
**Alignment:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Core Rulebook (page 249), Rebel Alliance Sourcebook (pages 86-87), Dark Empire Sourcebook (page 106), The Thrawn Trilogy Sourcebook (pages 227, 229), The Essential Guide to Vehicles and Vessels (pages 196-197)  
**Type:** Space superiority fighter  
**Scale:** Starfighter  
**Length:** 12.5 meters  
**Skill:** Starfighter piloting: X-wing  
**Crew:** 1 and astromech droid (can coordinate)  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D  
**Cargo Capacity:** 110 kilograms  
**Consumables:** 1 week  
**Cost:** 150,000 (new)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** No (uses astromech droid programmed with 10 jumps)  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 365; 1050 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 3/4D  
**Weapons:**  
**Four Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D

*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Two Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700 m  
*Damage:* 9D

## Y-Wing Longprobe

**Craft:** Koensayr BTL-A4 Y-Wing (LP)  
**Alignment:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Rebel Alliance Sourcebook (page 83)  
**Type:** Long-range reconnaissance fighter  
**Scale:** Starfighter  
**Length:** 16 meters  
**Skill:** Starfighter piloting: Y-wing  
**Crew:** 1, 1 Astromech droid (can coordinate)  
**Crew Skill:** Astrogation 3D+2, sensors 4D, starfighter piloting 4D+1, starship gunnery 4D+1, starship shields 3D  
**Cargo Capacity:** 80 kg  
**Consumables:** 3 weeks  
**Cost:** 142,000 (new), 73,500 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 4D+1  
**Shields:** 1D  
**Sensors:**  
*Passive:* 40/0D  
*Scan:* 70/1D  
*Search:* 80/2D  
*Focus:* 4/3D  
**Weapons:**  
**Two Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Two Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700 m  
*Damage:* 9D  
**Two Light Ion Cannons** (fire-linked)  
*Fire Arc:* Must be fixed to one facing: front, left, right or back.  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D

## A-Wing



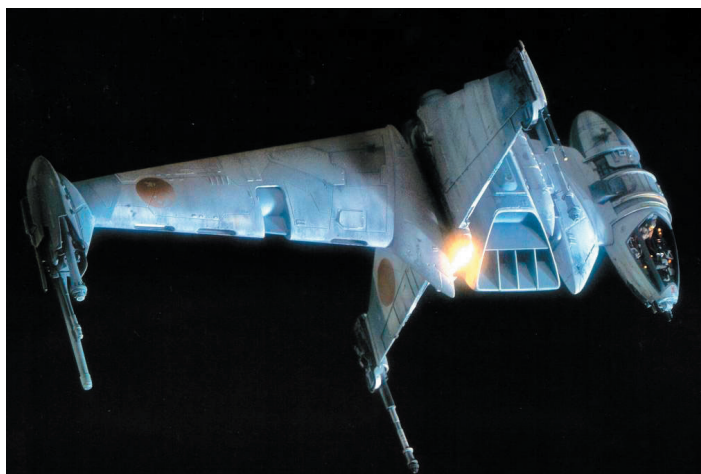
**Craft:** Alliance A-wing Starfighter  
**Alignment:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Core Rulebook (pages 247-248), Rebel Alliance Sourcebook (page 87), Galaxy Guide 5: Return of the Jedi (page 38), The Thrawn Trilogy Sourcebook (page 223), Starships of the Galaxy (page 63), The Essential Guide to Vehicles and Vessels (pages 10-11)  
**Type:** Interceptor and multi-purpose starfighter  
**Scale:** Starfighter  
**Length:** 9.6 meters  
**Skill:** Starfighter Piloting: A-wing  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1  
**Crew:** 1  
**Cargo Capacity:** 40 kilograms  
**Consumables:** 1 week  
**Cost:** 175,000 (new)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes (limited to 2 jumps)  
**Maneuverability:** 4D  
**Space:** 12  
**Atmosphere:** 450; 1300 km/h  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D+1  
**Weapons:**  
**Two Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

### Enemy Targeting Jammer

*Fire Arc:* All  
*Skill:* Sensors  
*Space Range:* 1-3/7/15  
*Atmosphere Range:* 100-300/700/1.5 km  
*Damage:* -2D from Fire Control

## B-Wing

**Craft:** Slayn & Korpil B-Wing  
**Alignment:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Core Rulebook (page 248), Rebel Alliance Sourcebook (page 88), Galaxy Guide 5: Return of the Jedi (page 39), The Thrawn Trilogy Sourcebook (page 225), Starships of the Galaxy (page 64), The Essential Guide to Vehicles and Vessels (pages 14-15)  
**Type:** Heavy assault starfighter  
**Scale:** Starfighter  
**Length:** 16.9 meters  
**Skill:** Starfighter piloting: B-wing  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2, starship shields 3D+1  
**Cargo Capacity:** 45 kilograms  
**Consumables:** 1 week  
**Cost:** 220,000 (new)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes (limited to 2 jumps)  
**Maneuverability:** 1D+1  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D+1  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 7D





### 2 Proton Torpedo Launchers

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 9D

### 3 Medium Ion Cannons

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 1-3/7/15

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 4D

### 2 Auto Blasters

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-8/25/40

*Atmosphere Range:* 100-800/2.5/4 km

*Damage:* 3D

### Sensors:

*Passive:* 30/0D

*Scan:* 65/1D

*Search:* 80/2D

*Focus:* 4/3D+2

### Weapons:

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 8D

**3 Medium Ion Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/9/40

*Atmosphere Range:* 100-500/900/4 km

*Damage:* 4D

### Proton Torpedo Launcher

*Fire Arc:* Front

*Skill:* Starship gunnery

*Ammo:* 8 torpedoes

*Fire Control:* 3D

*Space Range:* 1/5/9

*Atmosphere Range:* 50-100/500/900 m

*Damage:* 9D

**Note:** The New Republic B-Wing/E2 is identical to the B-Wing/E except that it adds a second proton torpedo launcher. The optional ammo magazine attachment carries 12 more proton torpedoes, but lowers the B-Wing/E2's maneuverability to +2.

## Expanded B-Wing



**Craft:** Slayn & Korpil B-Wing/E Assault Fighter

**Alignment:** Rebel Alliance

**Era:** Rebellion

**Source:** The Jedi Academy Sourcebook (pages 125-126), Starships of the Galaxy (page 64), The Essential Guide to Vehicles and Vessels (pages 52-53)

**Type:** Heavy assault starfighter

**Scale:** Starfighter

**Length:** 16.9 meters

**Skill:** Starfighter piloting: B-wing

**Crew:** 1, gunners: 1

**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D+2, starship shields 3D

**Cargo Capacity:** 50 kilograms

**Consumables:** 1 week

**Cost:** 250,000 (new)

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes (limited to 2 jumps)

**Maneuverability:** 1D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 5D

**Shields:** 2D+2

## T-Wing

**Craft:** Rebel Alliance T-wing

**Alignment:** Rebel Alliance / General

**Era:** Rebellion

**Type:** Space superiority fighter

**Scale:** Starfighter

**Length:** 10 meters

**Skill:** Starfighter piloting: T-wing

**Crew:** 1

**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D+2, starship shields 3D+1

**Cargo Capacity:** 35 kilograms

**Consumables:** 2 days

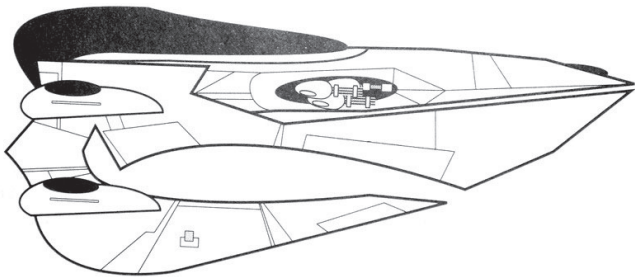
**Hyperdrive Multiplier:** x1

**Nav Computer:** Limited to two jumps



**Maneuverability:** 3D  
**Space:** 11  
**Atmosphere:** 435; 1,300 km/h  
**Hull:** 2D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Gauntlet



**Craft:** Shobquix Yards' Gauntlet Starfighter  
**Alignment:** General / Rebel Alliance  
**Era:** Rebellion  
**Type:** Multi-purpose short range Starfighter  
**Scale:** Starfighter  
**Length:** 14 meters  
**Skill:** Starfighter piloting  
**Crew:** 1, gunners: 1  
**Crew Skill:** Starfighter piloting 3D+2, starship gunnery 3D  
**Cargo Capacity:** 85 kilograms  
**Consumables:** 2 days  
**Cost:** 165,000 (new), 85,000 (used)  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 295; 850 km/h  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 35/1D+2  
*Search:* 45/2D  
*Focus:* 5/3D  
**Weapons:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/10/17  
*Atmosphere Range:* 100-300/1/1.7 km  
*Damage:* 4D  
**2 Laser Cannons** (fire-linked)



*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Proton Torpedo Launcher**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 8D

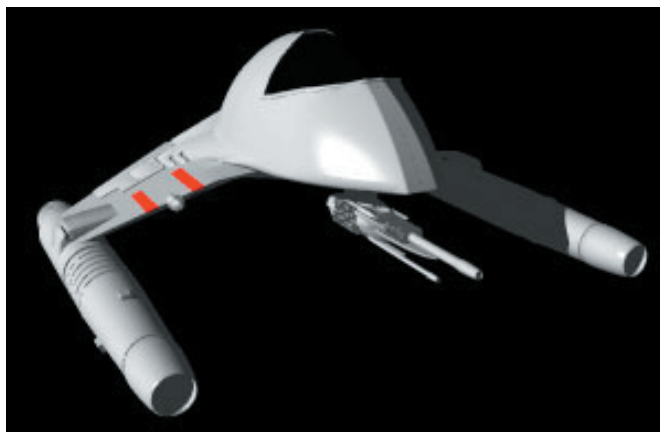
## H-Wing



**Craft:** Koensayr BTS-A2 H-Wing  
**Alignment:** Rebel Alliance  
**Era:** Rebellion  
**Type:** Long-range strike fighter/bomber  
**Scale:** Starfighter  
**Length:** 17.1 meters  
**Crew:** 1, gunners: 2  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2  
**Cargo Capacity:** 220 kg  
**Consumables:** 2 Weeks  
**Cost:** 105,000 (new)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to 4 Jumps  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 5D  
**Shields:** 2D  
**Weapons:**  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 65/1D  
*Search:* 80/2D  
*Focus:* 4/3D+2  
**Heavy Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery

*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Medium Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/0.7/3.6 km  
*Damage:* 4D  
**2 Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 8 torpedoes each  
*Fire Control:* 3D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 9D

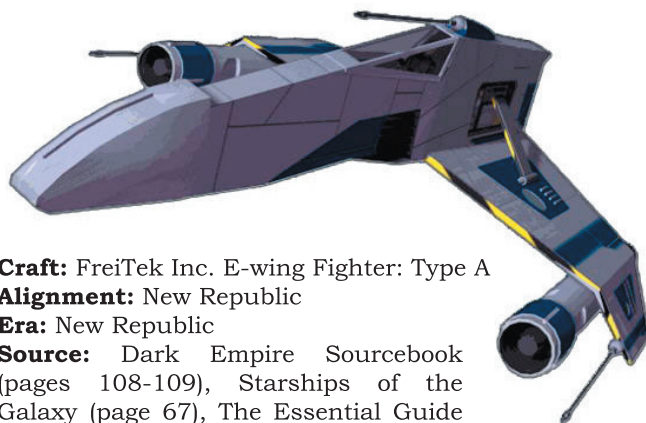
## A-9 Vigilance Interceptor



**Craft:** Kuat Drive Yards A-9 Vigilance Interceptor  
**Alignment:** New Republic  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (pages 106-107), Starships of the Galaxy (pages 62-63), The Essential Guide to Vehicles and Vessels (pages 8-9)  
**Type:** Territorial defense interceptor  
**Scale:** Starfighter  
**Length:** 7.4 meters  
**Skill:** Starfighter piloting: A-9  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 4D+2, starship gunnery 4D+1  
**Cargo Capacity:** 55 kilograms  
**Consumables:** 1 day  
**Cost:** 185,000  
**Maneuverability:** 4D+1  
**Space:** 12  
**Atmosphere:** 450; 1,300 km/h  
**Hull:** 2D+2  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 35/2D+1  
*Search:* 60/3D+1  
*Focus:* 3/4D

**Weapons:**  
**2 Heavy Turbolaser Cannons** (can be fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D (6D when fire-linked)

## E-Wing



**Craft:** FreiTek Inc. E-wing Fighter: Type A  
**Alignment:** New Republic  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (pages 108-109), Starships of the Galaxy (page 67), The Essential Guide to Vehicles and Vessels (pages 44-45)  
**Type:** Attack and close support fighter  
**Scale:** Starfighter  
**Length:** 11.2 meters  
**Skill:** Starfighter piloting: E-wing  
**Crew:** 1  
**Crew Skill:** Starfighter piloting 5D, starship gunnery 4D+2  
**Cargo Capacity:** 110 kg  
**Consumables:** 1 week  
**Cost:** 185,000  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Uses R7 Astromech Droid  
**Maneuverability:** 3D+1  
**Space:** 11  
**Atmosphere:** 435; 1,300 km/h  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 55/1D  
*Search:* 85/2D+1  
*Focus:* 5/4D  
**Weapons:**  
**Triple Heavy Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D+2  
*Space Range:* 1-3/5/8  
*Atmosphere Range:* 100-300/500/800 m  
*Damage:* 6D  
**Proton Torpedo Launcher**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 30-100/300/700 m  
*Damage:* 9D



## E-Wing: Type B

Identical stats as the Type A except for:

**Triple Heavy Blaster Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D+2

*Space Range:* 1-5/10/25

*Atmosphere Range:* 100-500/1/2.5 km

*Damage:* 6D

### Note:

When a pilot rolls a mishap while firing the blaster cannon, roll on the table below:

1-3 - Blaster cannon functions normally.

4 - Blaster cannon shorts out for one round but can be repaired with a Very Easy *starship weapons repair* roll by R7 unit.

5 - Blaster cannon burns out. Cannot be repaired in battle. With replacement parts, *starship weapons repair* difficulty is Moderate and takes one hour.

6 - Blaster cannon will explode in 1D rounds doing 8D damage to ship (and pilot).

## T-65AC4 X-Wing

**Craft:** Incom T-65AC4 X-Wing

**Alignment:** New Republic

**Era:** New Republic

**Source:** The Jedi Academy Sourcebook (page 125), Starships of the Galaxy (page 74)

**Type:** Space superiority fighter

**Scale:** Starfighter

**Length:** 12.5 meters

**Skill:** Starfighter piloting: X-wing

**Crew:** 1 and astromech droid (can coordinate)

**Crew Skill:** Starfighter piloting 4D+1, starship gunnery 4D+2, starship shields 3D

**Cargo Capacity:** 150 kg

**Consumables:** 1 week

**Cost:** 200,000 credits (new)

**Hyperdrive Multiplier:** x1

**Nav Computer:** Uses astromech droid programmed with 10 jumps

**Maneuverability:** 3D+2

**Space:** 12

**Atmosphere:** 450; 1,300 km/h

**Hull:** 4D

**Shields:** 1D+2

**Sensors:**

*Passive:* 30/0D

*Scan:* 60/1D

*Search:* 85/2D

*Focus:* 4/4D

**Weapons:**

**4 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D+2

*Space Range:* 1-4/15/27

*Atmosphere Range:* 100-400/1.5/2.7 km

*Damage:* 6D+2

**2 Proton Torpedo Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D+1

*Space Range:* 1/4/8

*Atmosphere Range:* 30-100/400/800 m

*Damage:* 9D

## K-Wing Assault Bomber



**Craft:** Republic Sienar Fleet Systems K-Wing Bomber

**Alignment:** New Republic

**Era:** New Republic

**Type:** Close/precision aero-space bomber

**Scale:** Starfighter

**Length:** 11 meters

**Skill:** Starfighter piloting: K-wing

**Crew:** 1; gunners: 1

**Crew Skill:** Starfighter piloting 4D, starship gunnery 4D

**Cargo Capacity:** 50 kg

**Consumables:** 4 days

**Cost:** 210,000 credits

**Maneuverability:** 2D

**Space:** 9

**Atmosphere:** 435; 1,250 km/h

**Hull:** 4D+2

**Shields:** 2D

**Sensors:**

*Passive:* 20/1D

*Scan:* 35/2D

*Search:* 70/3D

*Focus:* 3/3D+2

**Four Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/13/25

*Atmosphere Range:* 100-300/1.3/2.5 km

*Damage:* 5D

**Multi-Purpose Launchers\***

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-2/8/15 for missiles, 1/3/7 for torpedoes, 1/2/5 for heavy rockets, 1/2/3 for heavy proton bombs.

*Atmosphere Range:* 100-200/800/1.5 km for missiles,

50-100/300/700 for torpedoes, 50-100/200/500 for heavy rockets, 50-100/200/300 for heavy proton bombs.

*Damage:* \*

\*Note that the K-wing was designed to accept many different armaments. It may carry up to 18 proton torpedoes (9D), 18 concussion missiles (8D) (or any combination of the two), 2 heavy bombs (10D, capital scale), 8 heavy rockets (8D), or 4 heavy space bombs (11D).

## Corellian Lancet

**Craft:** Corellian Engineering Corp. LX-980 Lancet

**Alignment:** New Republic

**Era:** New Republic

**Type:** Judicial enforcement craft

**Scale:** Starfighter

**Length:** 14.1 meters

**Skill:** Starfighter piloting: LX-980 Lancet

**Crew:** 1

**Crew Skill:** Starfighter piloting 3D, starship gunnery 3D, starship shields 3D

**Passengers:** 1

**Cargo Capacity:** 60 kilograms

**Consumables:** 1 week

**Cost:** Not Available For Sale

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 9

**Hull:** 2D+2

**Shields:** 2D

**Sensors:**

*Passive:* 20/0D

*Scan:* 45/1D+1

*Search:* 85/2D+2

*Focus:* 4/4D

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

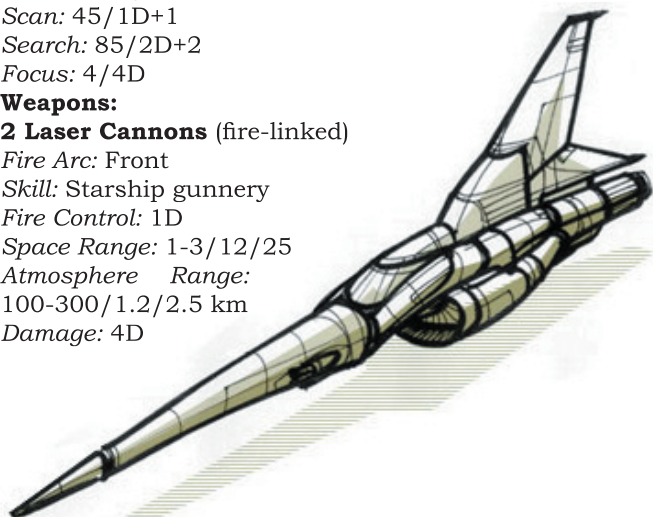
*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:*

100-300/1.2/2.5 km

*Damage:* 4D



## Republic Defender

**Craft:** New Republic Defender Starfighter

**Alignment:** New Republic

**Era:** New Republic

**Type:** Planetary defense Starfighter

**Scale:** Starfighter

**Length:** 9.4 meters

**Skill:** Starfighter piloting: New Republic Defender



**Crew:** 1

**Crew Skill:** Starfighter piloting 4D+2, starship gunnery 4D+1, starship shields 3D

**Cargo Capacity:** 30 kilograms

**Consumables:** 2 days

**Maneuverability:** 4D (space), 1D+2 (atmosphere)

**Space:** 8

**Atmosphere:** 350; 1,000 km/h

**Hull:** 2D+2

**Shields:** 1D

**Weapons:**

**3 Laser Cannons** (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

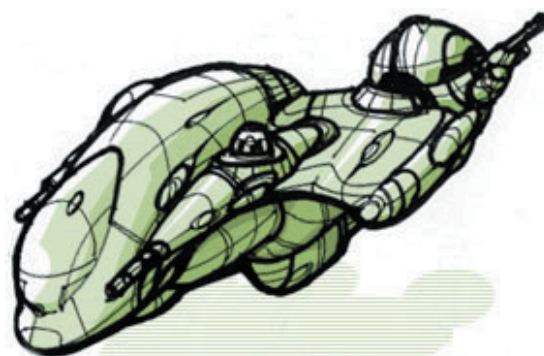
*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2km/2.5 km

*Damage:* 6D

## Cal Medium Starfighter



**Craft:** MCS107 Cal-class Medium Starfighter

**Alignment:** New Republic

**Era:** New Republic

**Type:** Medium starfighter

**Scale:** Starfighter

**Length:** 15.6 - 17.2 meters

**Skill:** Starfighter piloting: Cal Starfighter

**Crew:** 1, gunners: 1, 1 astromech droid (can coordinate

and repair)

**Crew Skill:** Starfighter piloting 6D\*, starship gunnery 5D+1\*, starship shields 4D\*

\*Mon Calamari Cal Starfighters are configured to provide Mon Calamari with their +1D bonus for being in moist environments. These skill levels do not reflect these bonuses.

**Cargo Capacity:** 100 kilograms

**Consumables:** 1 week

**Cost:** Not available for sale (Black Market only: 400,000 (new), 300,500 (used))

**Hyperdrive Multiplier:** x1

**Nav Computer:** Uses astromech droid programmed with 10 jumps

**Maneuverability:** 4D

**Space:** 10

**Atmosphere:** 400; 1,200 km/h

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 75/2D

*Focus:* 4/4D+1

*Stealth Mode:* +2D to sensor difficulty, but -4 to Space

**Weapons:**

**3 Laser Cannons**

*Fire Arc:* 2 front, 1 turret

*Crew:* 2 front (pilot), 1 turret (gunner)

*Skill:* Starship gunnery

*Fire Control:* 3D (back: 1D)

*Space Range:* 1-4/16/35

*Atmosphere Range:* 2-8/32/70 km

*Damage:* 5D

**2 Ion Cannons**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 4D

**Concussion Missile Tube**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Missile weapons: concussion missiles

*Ammo:* 12

*Fire Control:* 3D

*Space Range:* 1-3/7/14

*Atmosphere Range:* 100-300/700/1.4 km

*Damage:* 7D

## XJ X-Wing

**Craft:** Incom T65XJ X-Wing

**Alignment:** New Republic

**Era:** New Republic

**Source:** Power of the Jedi Sourcebook (page 59)

**Type:** Space superiority starfighter

**Scale:** Starfighter

**Length:** 12.5 meters

**Skill:** Starfighter piloting: X-Wing

**Crew:** 1

**Crew Skill:** All appropriate skills at 6D

**Cargo Capacity:** 25 kilograms

**Consumables:** 3 days

**Cost:** 140,000 (new), 125,000 (used)

**Hyperdrive Multiplier:** x1

**Nav Computer:** Astromech droid programmed with 10 jumps

**Maneuverability:** 3D+2

**Space:** 9

**Atmosphere:** 400; 1,150 km/h

**Hull:** 5D

**Shields:** 1D+2

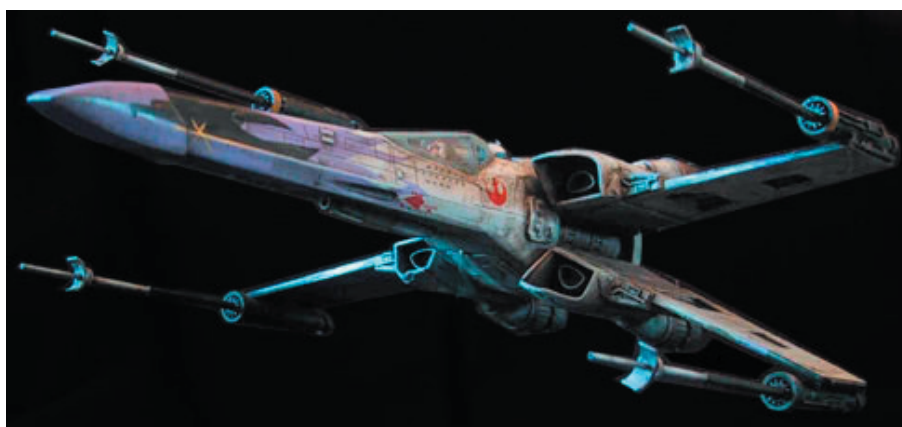
**Sensors:**

*Passive:* 30/0D

*Scan:* 60/1D

*Search:* 90/2D

*Focus:* 4/4D



**Weapons:**

**4 Heavy Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 7D

**3 Proton Torpedo Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Ammo:* 3 torpedoes each

*Fire Control:* 3D

*Space Range:* 1/3/7

*Atmosphere Range:* 100/300/700 m

*Damage:* 9D

## Starlancer Project Starship

**Craft:** Starlancer Project Starship

**Alignment:** New Republic

**Era:** New Republic

**Type:** Superweapon starfighter

**Scale:** Starfighter

**Length:** 8.7 meters

**Skill:** Starfighter piloting: Starlancer

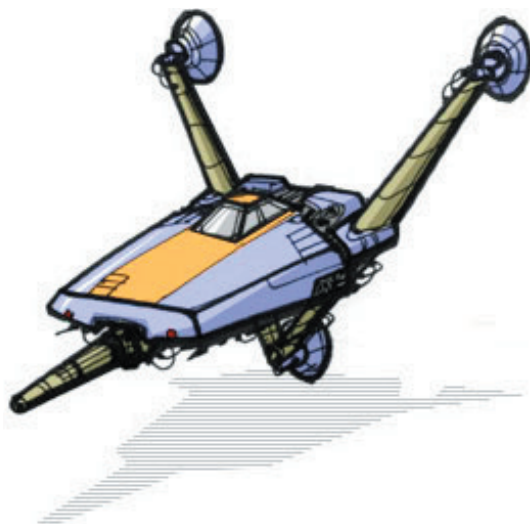
**Crew:** 1

**Crew Skill:** Starfighter piloting 3D+1, capital ship gunnery 4D

**Cargo Capacity:** 15 kg

**Consumables:** 1 day





**Cost:** Not available for sale (estimated value 159,000 credits)

**Space:** 3

**Atmosphere:** 260; 750 km/h

**Maneuverability:** 0D

**Hull:** 1D

**Shields:** 1D

**Sensors**

*Passive:* 30/1D+1

*Scan:* 80/2D+2

*Search:* 130/4D

*Focus:* 10/4D+2

**Weapons:**

**Starlancer Cannon**

*Fire Arc:* Front

*Crew:* Pilot

*Scale:* Capital

*Skill:* Capital ship gunnery

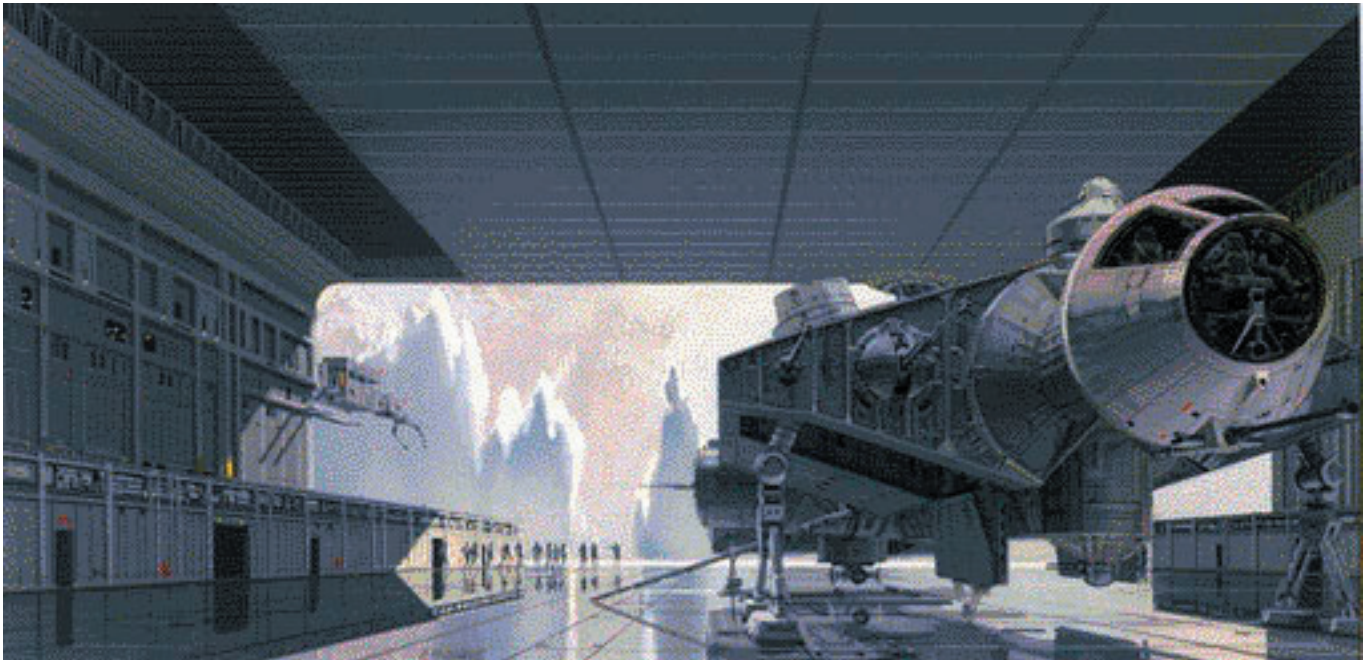
*Fire Control:* 3D

*Space Range:* 10-15/30/60

*Damage:* 7D

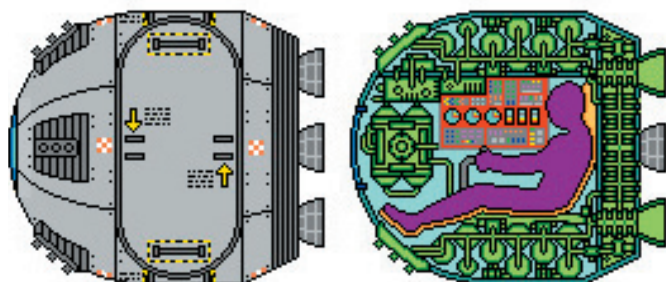
**Notes:** When three Starlancer Project Starships fire their Starlancer Cannons at a focusing ship and make a successful attack, the damage from their attacks is combined and redirected at a target of the focusing ship's choice, and the focusing ship takes no damage. Starlancer ships may fire at targets at and beyond sensor range when fed data from another source.

# SPACE TRANSPORTS



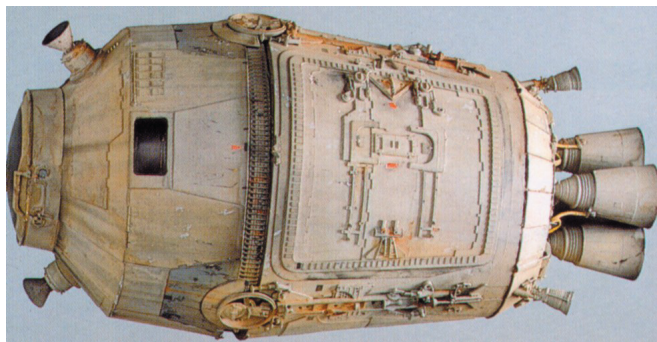
# Pods

## One-Man Escape Pod



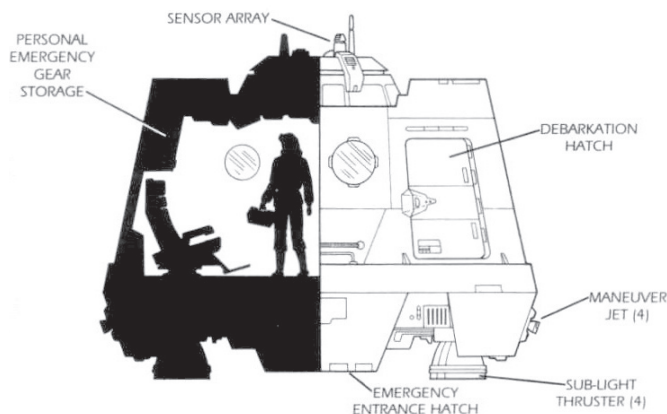
**Craft:** Faberstien-Lago PES-550  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Escape pod  
**Scale:** Speeder  
**Length:** 1.5 meters  
**Skill:** Space transports: PES-550  
**Crew:** 1  
**Cargo capacity:** 100 kg  
**Consumables:** 1 week  
**Cost:** 800 (new), 200 (used)  
**Weight:** 700 kg  
**Space:** 1 (launch booster: 4)  
**Atmosphere:** 210; 600 km/h  
**Hull:** 3D  
**Sensors:**  
*Passive:* 5/0D

## Escape Pod



**Craft:** Escape Pod  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Starships of the Galaxy (pages 66-67), The Essential Guide to Vehicles and Vessels (pages 50-51)  
**Type:** Ship lifeboat  
**Scale:** Starfighter  
**Length:** 3.5 meters  
**Crew:** 0  
**Passengers:** 8  
**Cargo Capacity:** None  
**Consumables:** 1 day  
**Cost:** 20,000 (new)  
**Maneuverability:** 0D  
**Space:** 1  
**Atmosphere:** 210; 600 km/h  
**Hull:** 1D+1

## Corellian Escape Pod



**Craft:** Corellian Engineering Corporation Escape Pod  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Cracken's Rebel Field Guide (page 46)  
**Type:** Escape pod  
**Scale:** Starfighter  
**Crew:** None  
**Passengers:** 6  
**Cargo Capacity:** 18 kilograms (personal gear for six)  
**Consumables:** 1 week (for six passengers)  
**Space:** 0  
**Maneuverability:** 0D  
**Hull:** 1D

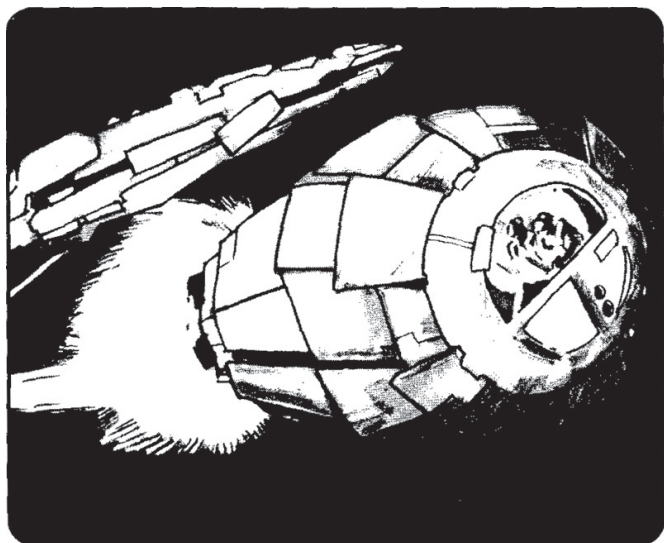
## Lifeboat

**Craft:** Corellian Engineering Corporation Survivor  
**Alignment:** General  
**Era:** Old Republic  
**Source:** Han Solo and the Corporate Sector Sourcebook p.99  
**Type:** Emergency Lifeboat  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** Space transports: Lifeboat  
**Crew Skill:** Varies by passengers  
**Crew:** 1  
**Passengers:** 14  
**Cargo Capacity:** None but emergency gear  
**Consumables:** 1 week  
**Space:** 2  
**Atmosphere:** 225; 650 km/h  
**Maneuverability:** 1D  
**Hull:** 1D  
**Cost:** 18,000 (new), 5,600 (used)  
**Sensors:**  
*Passive:* 10/1D





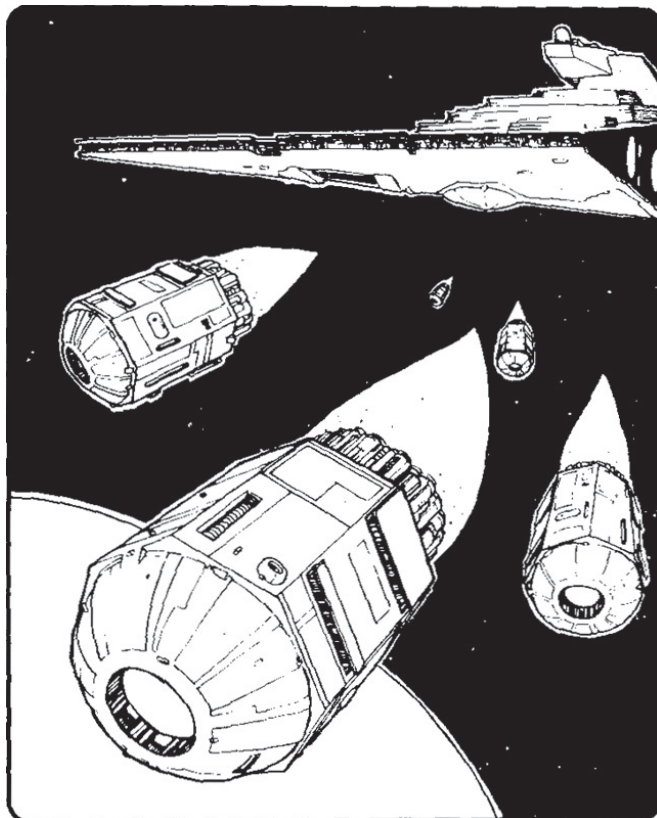
## Squad Pod



**Craft:** Alliance Squad Pod  
**Alignment:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 48)  
**Type:** Modified escape pod  
**Scale:** Starfighter  
**Length:** 6 meters  
**Skill:** None  
**Crew:** None  
**Passengers:** 10  
**Cargo Capacity:** 100 kilograms  
**Consumables:** 1 day  
**Maneuverability:** 2D  
**Space:** 10  
**Atmosphere:** 415; 1,200 km/h (drop)  
**Hull:** 1D  
**Note:** The pods are automatic, and head toward their landing point at full speed, with evasive maneuvers programmed in.

## Troop Pod

**Craft:** Imperial Troop Pod  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (pages 103-104)  
**Type:** Orbit-to-surface deployment pod  
**Scale:** Starfighter  
**Length:** 10 meters  
**Passengers:** 20  
**Cargo Capacity:** 200 kilograms  
**Consumables:** 1 day  
**Maneuverability:** 3D  
**Space:** 10  
**Atmosphere:** 415; 1,200 km/h (drop)  
**Hull:** 2D  
**Note:** +2D to sensor operator's difficulty to identify; failure usually indicates the pod is a meteor or stray hunk of scrap.



## Supply Pod

**Craft:** Imperial Troop Drop Pod  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (pages 104)  
**Type:** Orbit-to-surface deployment pod  
**Scale:** Starfighter  
**Length:** 10 meters  
**Skill:** None  
**Crew:** None  
**Passengers:** None  
**Cargo Capacity:** 1 metric ton  
**Maneuverability:** 3D  
**Space:** 10  
**Atmosphere:** 415; 1,200 km/h (drop)  
**Hull:** 2D  
**Weapons:**  
**Self-Destruct Charge**  
*Blast Radius:* 50/150/300  
*Damage:* 4D

# Yachts

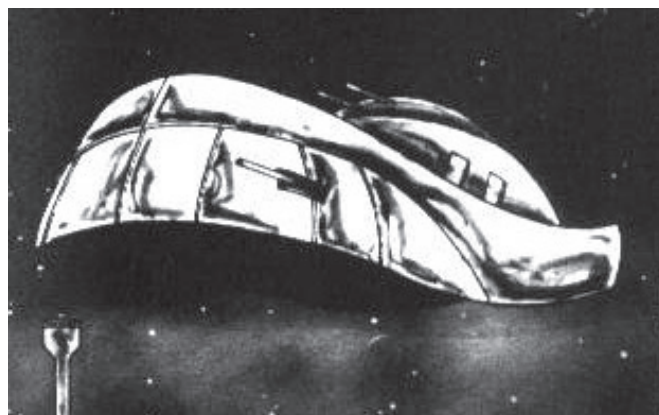
## Mindabaal Custom Pleasure Yacht



**Craft:** Mindabaal Custom Pleasure Yacht  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 71)  
**Type:** Personal yacht  
**Scale:** Starfighter  
**Length:** 30.1 meters  
**Skill:** Space transports: Mindabaal Custom yacht  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 35 metric tons  
**Consumables:** 5 weeks  
**Cost:** 400,000 (new), 200,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 3D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Note:** Modification rolls gain a +5 bonus, and the system can be modified up to 2D, more than the usual maximum.

## 1550-LEX Space Yacht

**Craft:** SoroSuub 1550-LEX Space Yacht  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Space Yacht  
**Scale:** Starfighter  
**Length:** 30.4 meters  
**Skill:** Space transports: SoroSuub 1550  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 2 months



**Cost:** 200,000 credits (new), 100,000 credits (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 3/3D

## Starwind Yacht

**Craft:** Kuat Drive Yards *Starwind*-class Pleasure Yacht  
**Alignment:** General  
**Era:** Rebellion  
**Source:** Pirates & Privateers (page 72)  
**Type:** Space yacht  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Starwind  
**Crew:** 5  
**Crew Skill:** Varies widely  
**Passengers:** 10  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 2 months



**Cost:** 1,000,000 (new)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 35/2D  
*Focus:* 2/2D+2

## Aavman Extravagance 11-S



**Craft:** Aavman Extravagance 11-S  
**Alignment:** General  
**Era:** Old Republic  
**Source:** Pirates & Privateers (page 71)  
**Type:** Space yacht  
**Scale:** Starfighter  
**Length:** 44 meters  
**Skill:** Space transports: Aavman Extravagance 11-S  
**Crew:** 2, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Passengers:** 24  
**Cargo Capacity:** 40 metric tons  
**Consumables:** 1 month  
**Cost:** 250,000 credits (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/4D

## Luxury 2800 Yacht



**Craft:** SoroSuub Luxury 2800  
**Alignment:** General  
**Era:** Old Republic  
**Type:** Private space yacht  
**Scale:** Starfighter  
**Length:** 37 meters  
**Skill:** Space transports: SoroSuub 2800  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 1 month  
**Cost:** 225,000 credits (new), 110,000 credits (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D

## Luxury 3000 Yacht

**Craft:** SoroSuub Luxury 3000  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 70-71), The Essential Guide to Vehicles and Vessels (pages 98-99)  
**Type:** Private space yacht  
**Scale:** Starfighter  
**Length:** 50 meters





**Skill:** Space transports: Luxury 3000 yacht

**Crew:** 1

**Crew Skill:** Varies widely

**Passengers:** 10

**Cargo Capacity:** 100 metric tons

**Consumables:** 1 month

**Cost:** 250,000 (new), 150,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x14

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 km/h

**Hull:** 2D+2

**Shields:** 1D

**Sensors:**

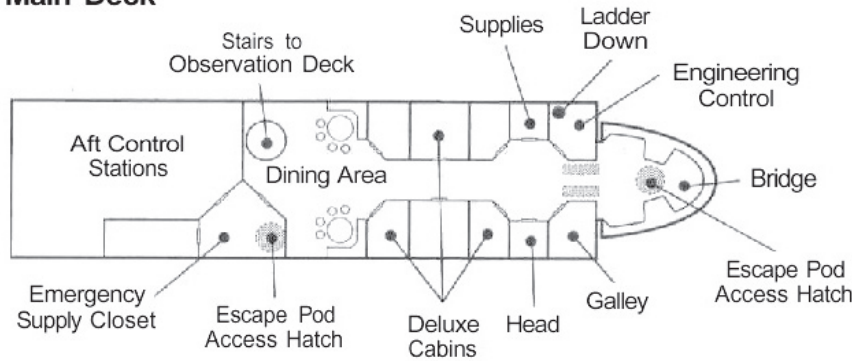
*Passive:* 25/1D

*Scan:* 50/2D

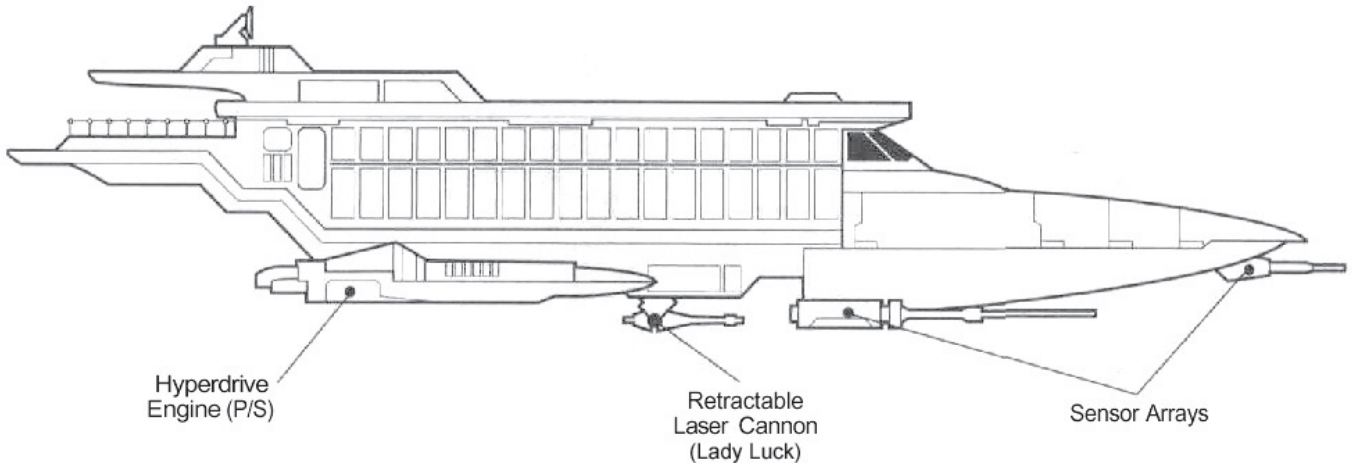
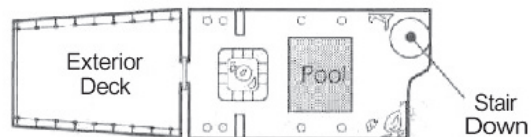
*Search:* 75/2D+2

*Focus:* 3/3D

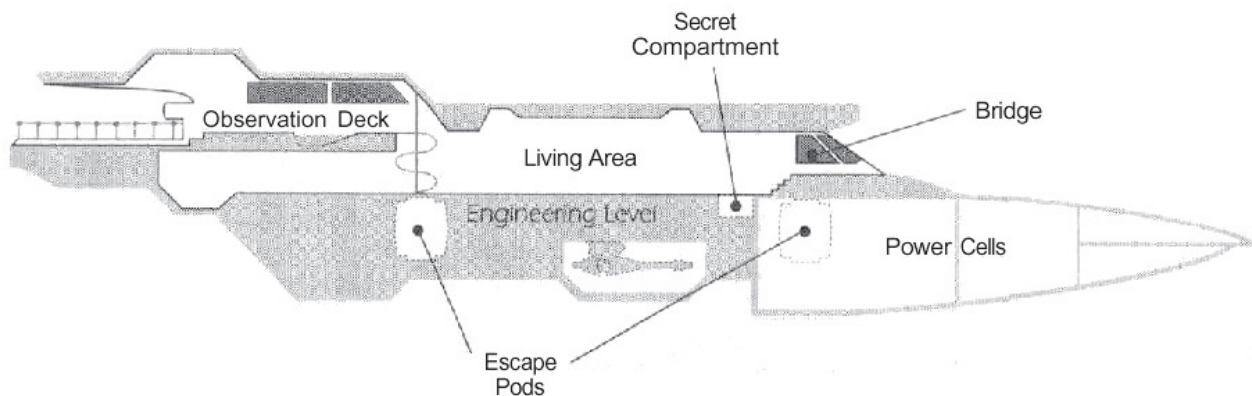
**Top View - Main Deck**



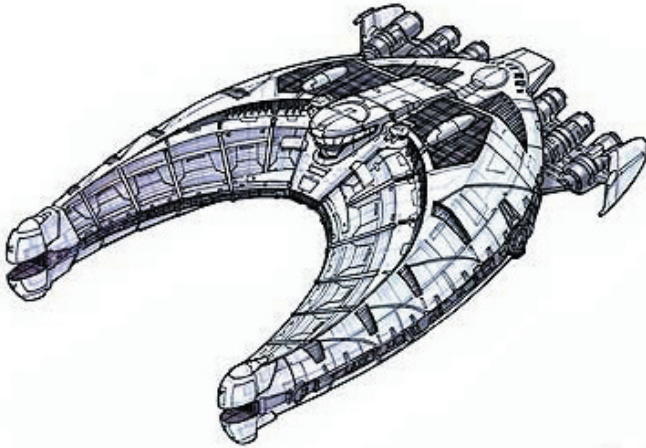
**Top View - Observation Deck**



**Side View - Interior**



## Luxury 5000 Yacht



**Craft:** SoroSuub Luxury 5000  
**Alignment:** General  
**Era:** Rebellion  
**Type:** Private space yacht  
**Scale:** Starfighter  
**Length:** 65 meters  
**Skill:** Space transports: Luxury 3000 yacht  
**Crew:** 2, skeleton: 1/+5  
**Crew Skill:** Varies widely  
**Passengers:** 16  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 6 month  
**Cost:** 1 million (new), 500,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
*Search:* 75/2D+2  
*Focus:* 3/3D

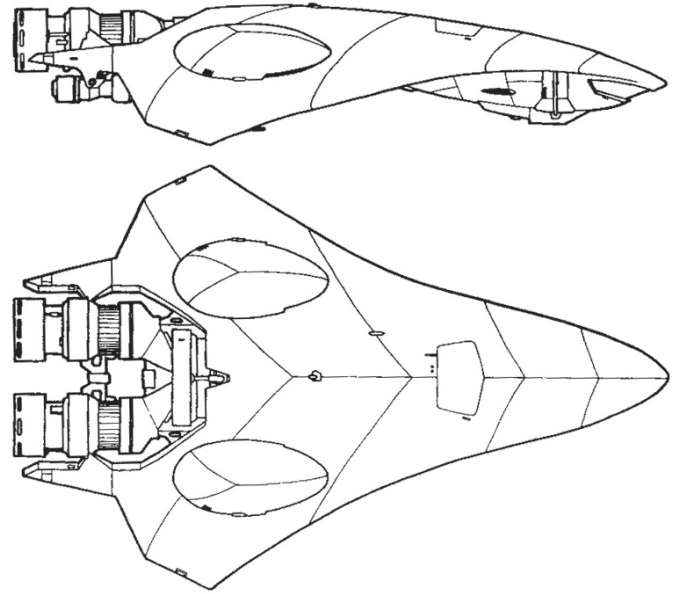
## Luxury Cruiser 200

**Craft:** SoroSuub Luxury Cruiser 200  
**Alignment:** General  
**Era:** Rebellion  
**Source:** Pirates & Privateers (page 71)  
**Type:** Personal yacht  
**Scale:** Starfighter  
**Length:** 100 meters  
**Crew:** 2, skeleton: 1/+10  
**Skill:** Space transports: Luxury Cruiser 200 yacht  
**Crew Skill:** Varies widely  
**Passengers:** 28  
**Cargo Capacity:** 15 metric tons  
**Consumables:** 3 months  
**Cost:** 125,000  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12

**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:**  
 280; 800 km/h  
**Hull:** 6D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D



## Baudo Star Yacht



**Craft:** Baudo-class Star Yacht  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 71-72)  
**Type:** Space yacht  
**Scale:** Starfighter  
**Length:** 32 meters  
**Skill:** Space transports: Baudo yacht  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 35 metric tons  
**Consumables:** 1 month  
**Cost:** 400,000 (new), 250,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x7  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 10  
**Atmosphere:** 415; 1,200 km/h  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

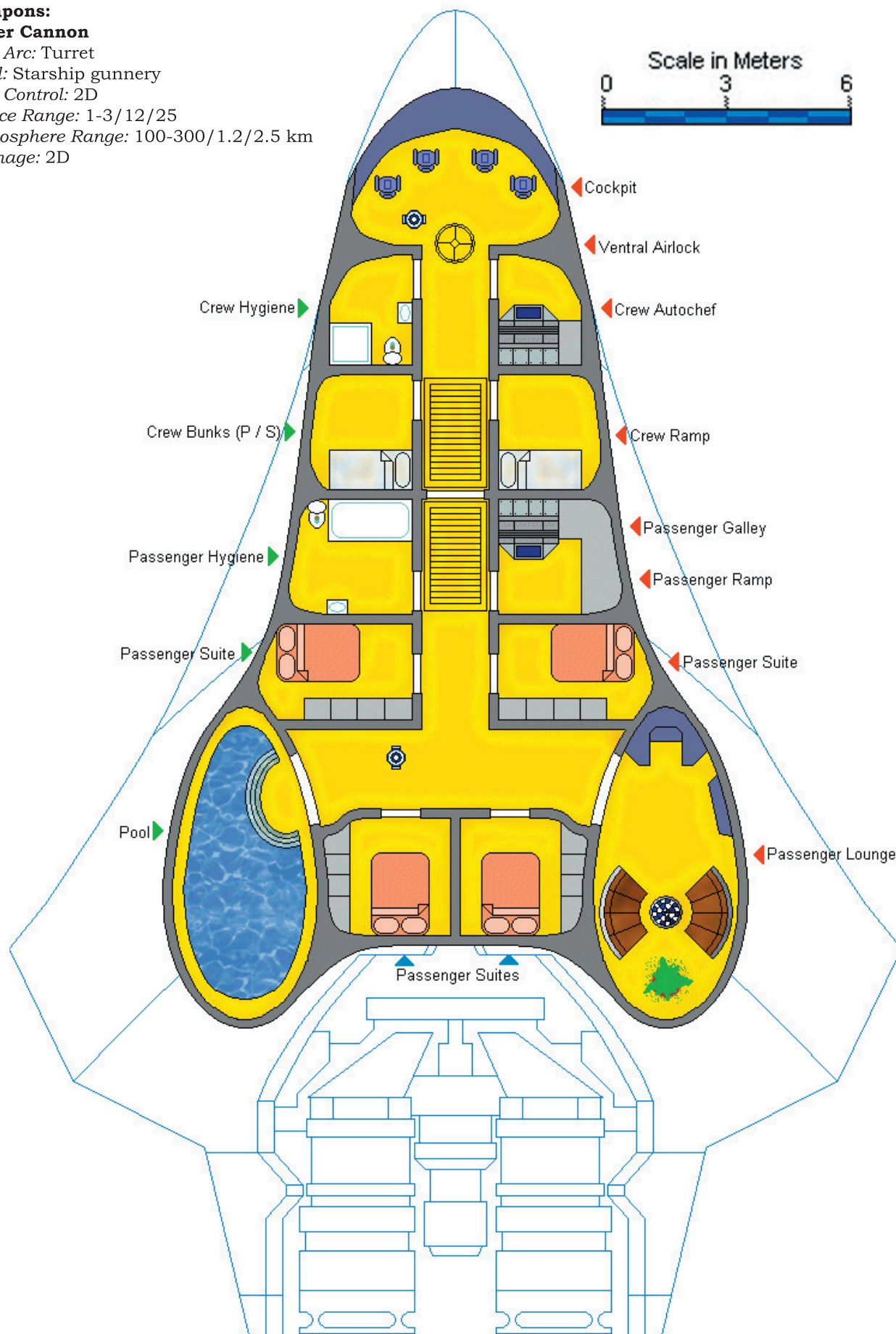
*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

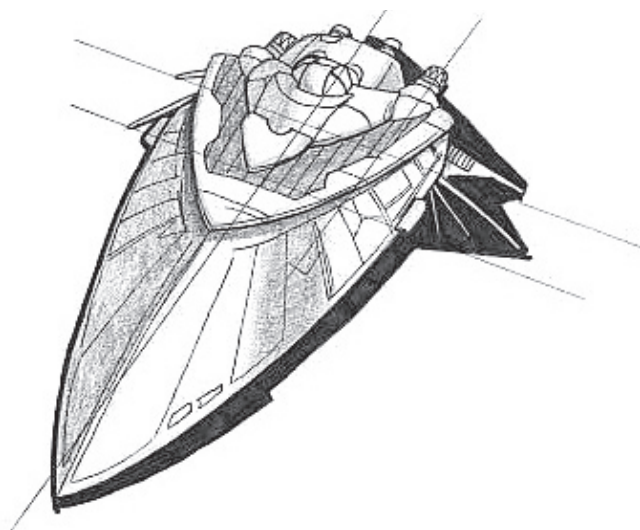
*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 2D



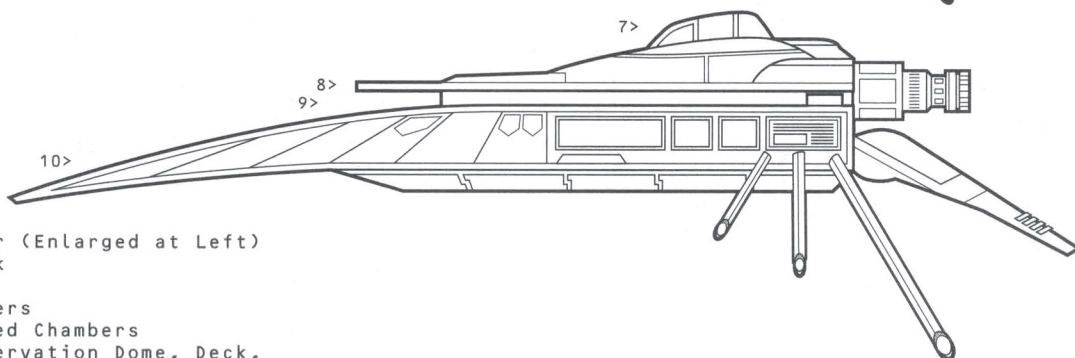
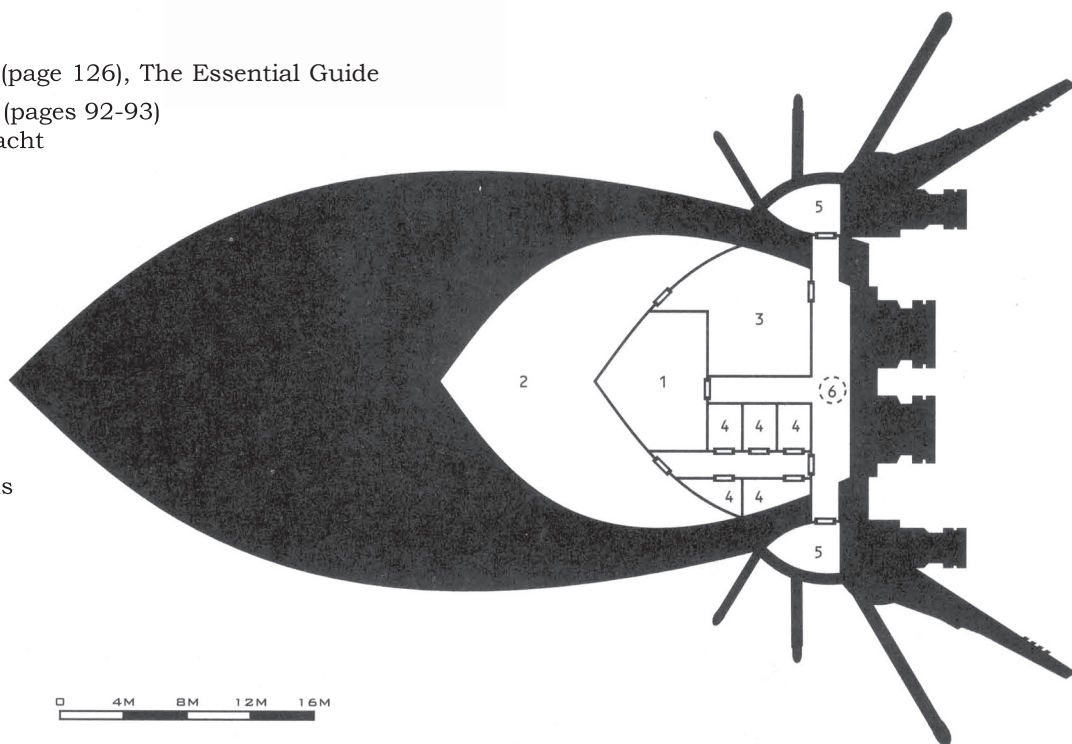


# Hutt Space Yacht



**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
*Search:* 75/2D+2  
*Focus:* 3/3D  
**6 Turbolaser Cannons**  
*Fire Arc:* 2 front, 1 left, 1 right, 2 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 50/200/400  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 7D

**Craft:** Modified Ubrikkian Space Yacht  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Tempest Feud (page 126), The Essential Guide to Vehicles and Vessels (pages 92-93)  
**Type:** Modified space yacht  
**Scale:** Capital  
**Length:** 115 meters  
**Skill:** Space transports: Ubrikkian space yacht  
**Crew:** 8  
**Crew Skill:** Usually 6D-8D  
**Passengers:** 112  
**Cargo Capacity:** 850 metric tons  
**Consumables:** 6 months  
**Cost:** 1,108,000



- 1> Audience Chamber (Enlarged at Left)
- 2> Observation Deck
- 3> Popara's Suite
- 4> Passenger Quarters
- 5> Engine Power Feed Chambers
- 6> Lift (Up to Observation Dome, Deck, Down to Crew and Cargo Levels)
- 7> Observation Dome Deck
- 8> Passenger Deck
- 9> Crew Deck
- 10> Cargo Deck

# Freighters

## Delaya Courier Ship

**Craft:** Hoersch-Kessel *Delaya*-class Courier Ship

**Alignment:** General / Jedi Order

**Era:** Old Republic

**Source:** Tales of the Jedi Companion (page 117), Power of the Jedi Sourcebook (page 59), The Essential Guide to Vehicles and Vessels (pages 112-113)

**Type:** Standard courier ship

**Scale:** Starfighter

**Length:** 70 meters

**Skill:** Space transports: Delaya Courier Ship

**Crew:** 2, skeleton: 1/+5

**Passengers:** 8

**Cargo Capacity:** 10 metric tons

**Consumables:** 2 weeks

**Cost:** 85,000 (new), 45,000 (used)

**Hyperdrive Multiplier:** x7

**Hyperdrive Backup:** x15

**Maneuverability:** 4D

**Space:** 7

**Atmosphere:** 325; 950 km/h

**Hull:** 4D

**Shields:** 4D; 3D

**Sensors:**

*Passive:* 10/0D

*Scan:* 15/1D

**Weapons:**

**Proton Torpedo Launcher**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1/2/5

*Atmosphere Range:* 25-70/100/150 m

*Damage:* 10D (high-yield), 7D (normal)

**2 Laser Cannons**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-2/10/20

*Atmosphere Range:* 50-100/250/400 m

*Damage:* 4D

## Vanya Jedi Courier Ship

**Craft:** Hoersch-Kessel *Vanya*-class Jedi Courier Ship

**Alignment:** Jedi Order

**Era:** Old Republic

**Source:** Power of the Jedi Sourcebook (page 59)

**Type:** Jedi courier ship

**Scale:** Starfighter

**Length:** 70 meters

**Skill:** Space transports: Vanya Courier Ship

**Crew:** 2, skeleton: 1/+5

**Passengers:** 6

**Cargo Capacity:** 10 metric tons

**Consumables:** 1 month

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Maneuverability:** 4D

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 4D

**Shields:** 4D

**Sensors:**

*Passive:* 12/0D

*Scan:* 25/1D

*Search:* 35/2D

*Focus:* 3/3D

**Weapons:**

**Proton Torpedo Launcher**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Ammo:* 14 missiles

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere*

*Range:* 100/300/700 m

*Damage:* 10D

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D



## Barloz Medium Freighter



**Craft:** Corellian Engineering Corporation *Barloz*-class Freighter

**Alignment:** General

**Era:** Old Republic

**Source:** *Pirates & Privateers* (page 65), *Starships of the Galaxy* (page 78)

**Type:** Medium freighter

**Scale:** Starfighter

**Length:** 41 meters

**Skill:** Space transports: Barloz freighter

**Crew:** 2, skeleton: 1/+5

**Crew Skill:** Varies widely

**Passengers:** 4

**Cargo Capacity:** 85 metric tons

**Consumables:** 2 months

**Cost:** 17,500 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/2D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D

## Squib Momship

**Craft:** Squib Merchandising's *Thrifty*

**Alignment:** Squibs

**Era:** Old Republic

**Source:** *Scavenger Hunt* (page 6)

**Type:** Squib reclamation flagship

**Scale:** Starfighter

**Length:** 50 meters

**Skill:** Space transports: *Thrifty*

**Crew:** 20

**Crew Skill:** Space transports 3D, tractor beam operation 4D, astrogation 3D, starship shields 3D

**Passengers:** 0 (but always room for paying customers)

**Cargo Capacity:** 500 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

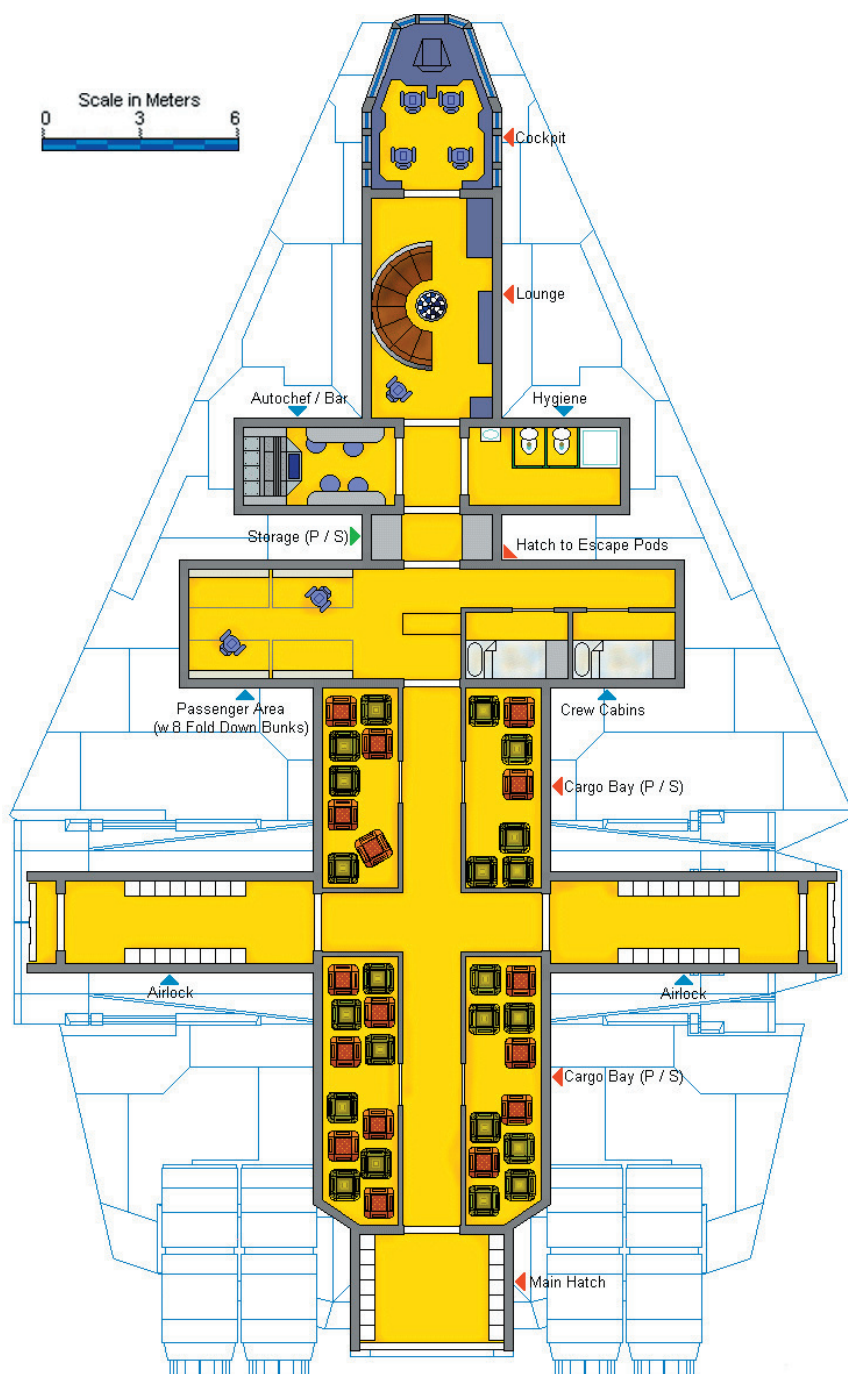
**Nav Computer:** Yes

**Maneuverability:** 1D

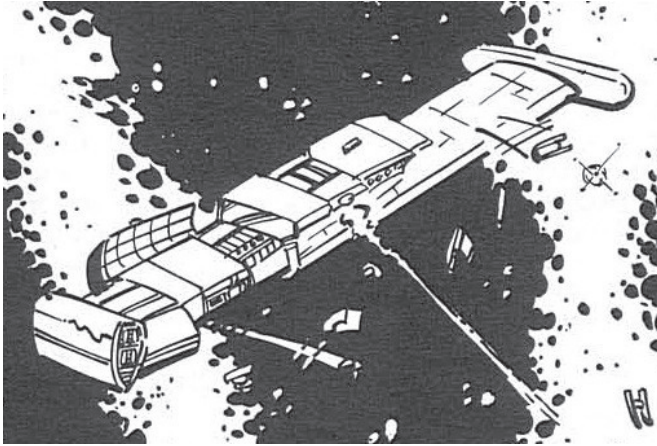
**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 4D







**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/4D

*Focus:* 4/4D+1

**Weapons:**

**10 Tractor Beam Projectors**

*Fire Arc:* 2 left, 2 right, 2 top, 2 bottom, 1 front, 1 back

*Crew:* 1

*Skill:* Tractor beam operation

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.3/2.5 km

*Damage:* 4D

## YT-700 Transport

**Craft:** Corellian Engineering Corp. YT-700 Transport

**Alignment:** General

**Era:** Old Republic

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 21.7 meters

**Crew:** 2, gunners: 1, skeleton: 1/+5

**Passengers:** 3

**Cargo Capacity:** 50 metric tons

**Consumables:** 6 months

**Cost:** 18,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x20

**Nav Computer:** Yes

**Space:** 3

**Atmosphere:** 210; 600 km/h

**Hull:** 4D

**Shields:** 1D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

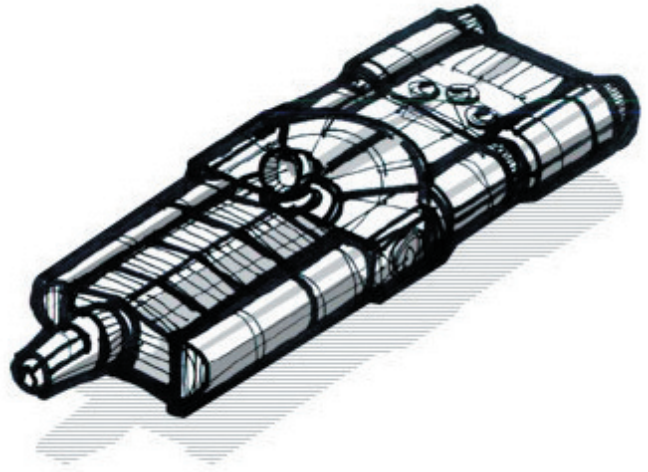
*Skill:* Starship gunnery

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

## YT-1150 Medium Transport



**Craft:** Corellian Engineering Corporation YT-1150 Medium Transport

**Alignment:** General

**Era:** Old Republic

**Type:** Space transport

**Scale:** Starfighter

**Length:** 31.2 meters

**Skill:** Space transports: YT-1150

**Crew:** 1

**Crew Skill:** Space transports 3D+2, starship gunnery 3D+1, space transports repair 3D

**Passengers:** 6

**Cargo Capacity:** 95 metric tons

**Consumables:** 1 month

**Cost:** 74,000 (new), 15,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Maneuverability:** 1D

**Space:** 4

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 15/1D

*Scan:* 40/1D+2

*Search:* 80/2D+1

*Focus:* 2/3D+1

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Crew:* 1

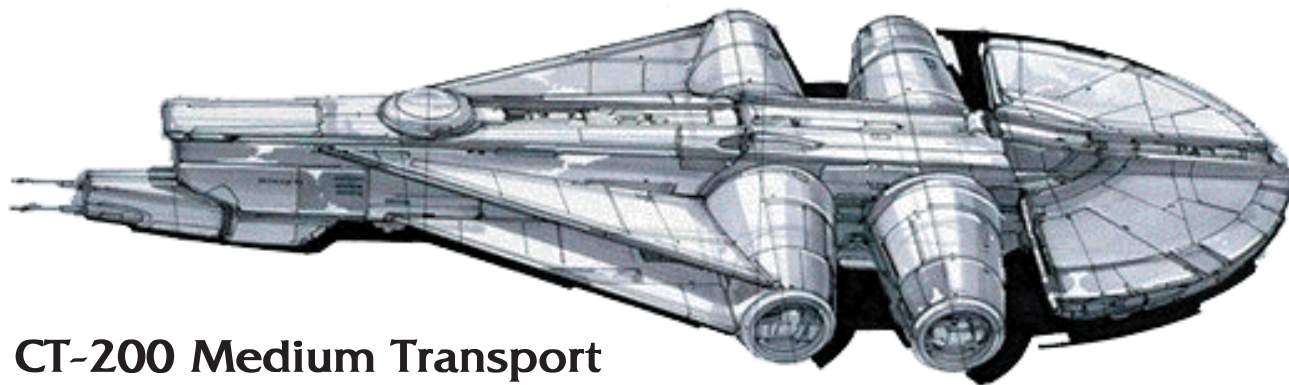
*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-10/20/30

*Atmosphere Range:* 100-1/2/3 km

*Damage:* 4D



## CT-200 Medium Transport

**Craft:** Corellian Engineering Corporation CT-200

Medium Transport

**Alignment:** General

**Era:** Old Republic

**Type:** Space transport

**Scale:** Starfighter

**Length:** 38.4 meters

**Skill:** Space transports: CT-200

**Crew:** 2, gunners: 2, skeleton 1/+15

**Crew Skill:** Space transports 4D, starship gunnery 3D, starship shields 2D+2

**Passengers:** 6

**Cargo Capacity:** 120 metric tons

**Consumables:** 1 month

**Cost:** 100,000 (new), 25,000 (used)

**Hyperdrive Multiplier:** x3

**Nav Computer:** Yes

**Space:** 3

**Atmosphere:** 260; 750 km/h

**Maneuverability:** 2D

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Quad Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D

## Mining Survey Ship

**Craft:** SoroSuub MKI Mining Survey Vessel

**Alignment:** General

**Era:** Old Republic

**Type:** Exploration vessel

**Scale:** Starfighter

**Length:** 45 meters

**Skill:** Space transports: MKI

**Crew:** 6, gunners: 1, skeleton 2/+10

**Crew Skill:** Astrogation 3D+2, space transports 5D, starship gunnery 4D+1, starship shields 4D, sensors 4D+2

**Passengers:** 8

**Cargo Capacity:** 200 metric tons

**Consumables:** 6 months

**Cost:** 300,000 credits (new), 120,000 credits (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/4D

*Focus:* 4/4D+1

**Weapons:**

**Heavy Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

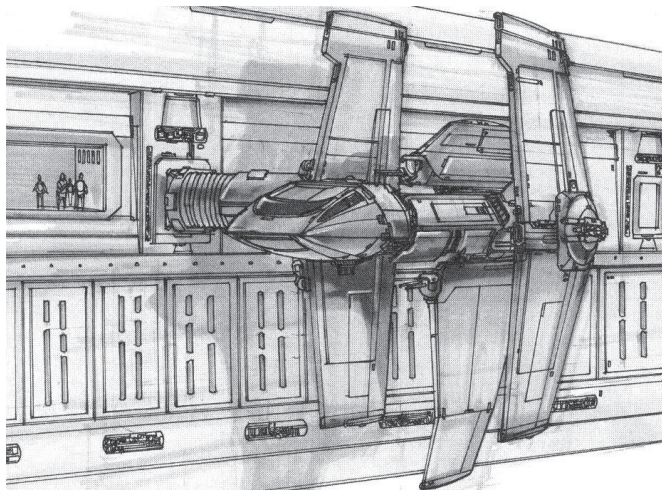
*Atmosphere:* 100-500/1.5/3 km

*Damage:* 6D





## Citadel Cruiser



**Craft:** Koensayr ILH-KK Citadel Civilian Cruiser

**Alignment:** General

**Era:** Old Republic

**Source:** Starships of the Galaxy (page 79)

**Type:** Civilian transport

**Scale:** Starfighter

**Length:** 36 meters

**Skill:** Space transports: ILH-KK Citadel

**Crew:** 1 or 2

**Crew Skill:** Varies

**Passengers:** 14

**Cargo Capacity:** 50 metric tons

**Consumables:** 6 months

**Cost:** 205,000

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:**

**2 Dual Heavy Ion Cannons**

*Fire Arc:* Turrets

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 5D

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**Concussion Missile Tube**

*Fire Arc:* Front

*Skill:* Starship gunnery

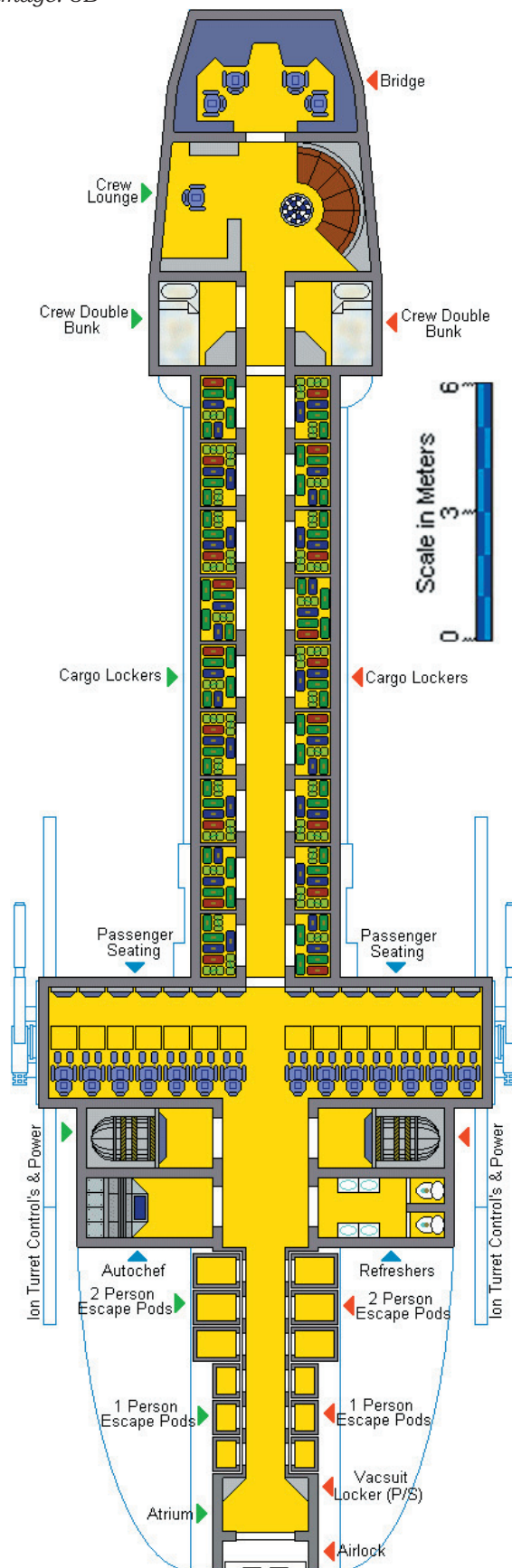
*Ammo:* 12 missiles

*Fire Control:* 1D

*Space Range:* 1/3/7

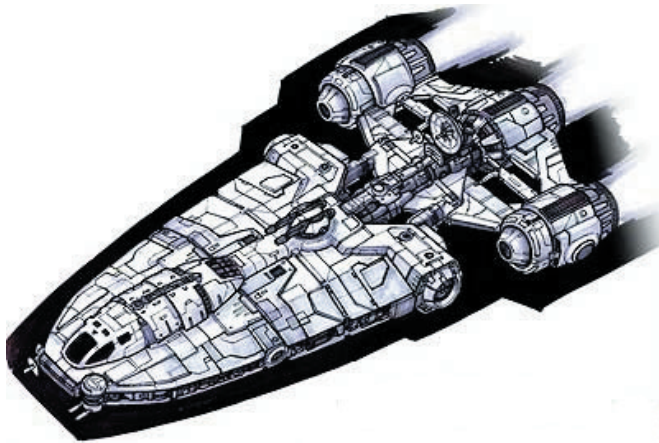
*Atmosphere Range:* 50-100/300/700 m

*Damage:* 8D





## YG-4210 Light Freighter



**Craft:** Modified YG-4210 Light Freighter

**Alignment:** General

**Era:** Old Republic

**Type:** Space transport

**Scale:** Starfighter

**Length:** 24 meters

**Skill:** Space transports: YG-4210

**Crew:** 4

**Crew Skill:** Varies

**Passengers:** 12

**Cargo Capacity:** 10 metric tons

**Consumables:** 1 year

**Cost:** 40,000 (used)

**Hyperdrive Multiplier:** x3

**Nav Computer:** Yes

**Maneuverability:** 2D+1

**Space:** 5

**Atmosphere:** 300; 900 km/h

**Hull:** 7D

**Shields:** 2D

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 75/2D

*Focus:* 4/4D

**Weapons**

**2 Light Ion Cannons**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.1/2.6 km

*Damage:* 4D

**Heavy Concussion Missile Launcher**

*Fire Arc:* Rear

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/5/8

*Atmosphere Range:* 0-50/100/200 m

*Damage:* 7D+1

**Era:** Old Republic

**Type:** Scout ship

**Scale:** Starfighter

**Length:** 26 meters

**Skill:** Space transports: Nella 330

**Crew:** 1, gunners: 1

**Passengers:** 4

**Cargo capacity:** 30 metric tons

**Consumables:** 3 months

**Cost:** 122,000 (new), 30,500 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 4D+1

**Shields:** 1D

**Sensors:**

*Passive:* 15/1D+1

*Scan:* 30/2D

*Search:* 45/2D

*Focus:* 2/3D

**Weapons:**

**Heavy Blaster Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 5D

## Nella 342 Light Freighter

**Craft:** SoroSuub Nella 342

**Alignment:** General

**Era:** Old Republic

**Source:** Pirates & Privateers (page 61)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 29.7 meters

**Skill:** Space transports: Nella 342

**Crew:** 1

**Crew Skill:** Varies widely

**Passengers:** 5

**Cargo Capacity:** 50 metric tons

**Consumables:** 2 months

**Cost:** 22,500 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 15/1D

*Scan:* 30/2D

*Search:* 45/2D

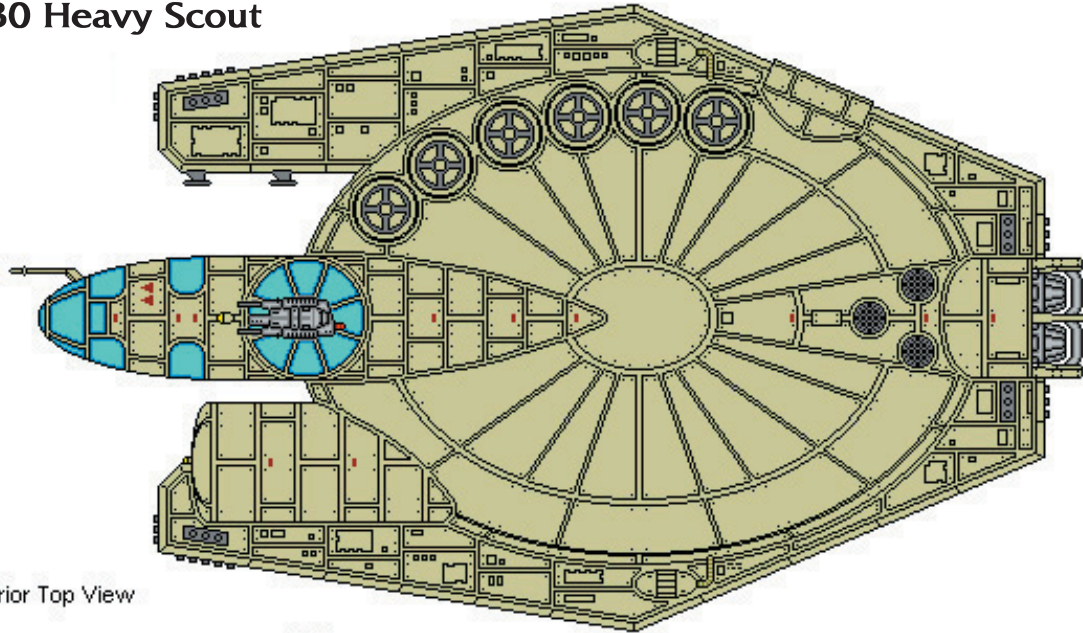
*Focus:* 2/2D+1

## Nella 330 Heavy Scout

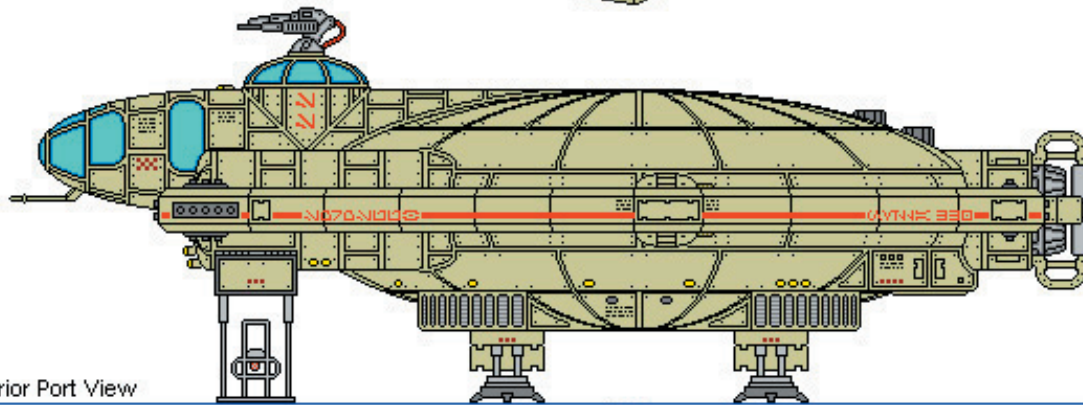
**Craft:** SoroSuub Nella 330

**Alignment:** General

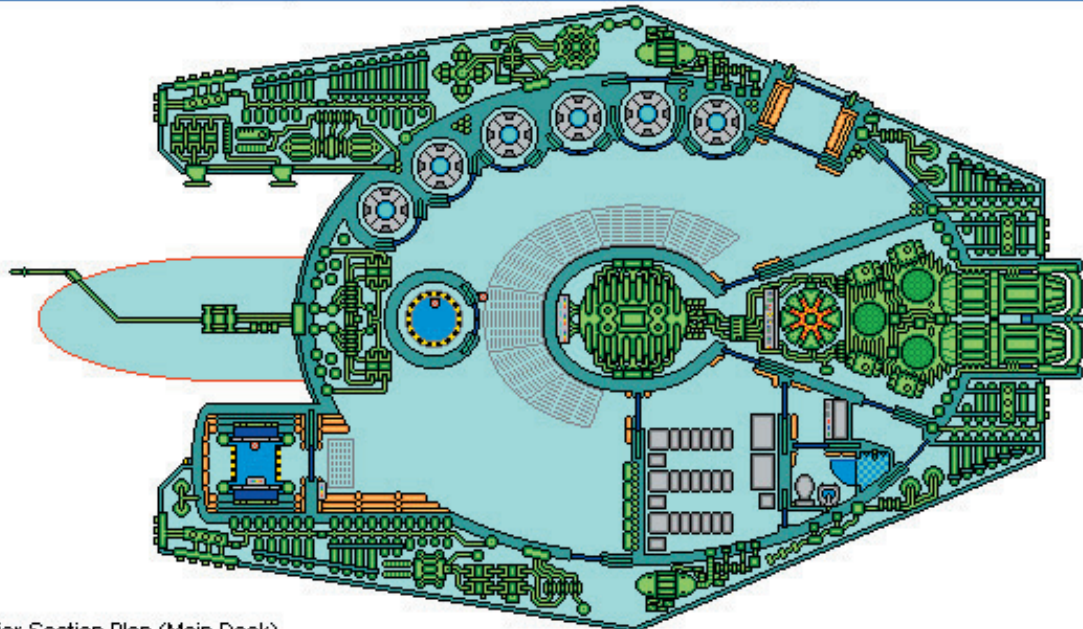
## Nella 330 Heavy Scout



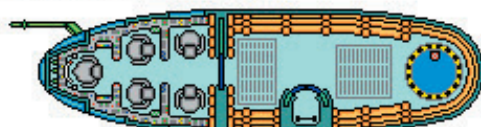
Exterior Top View



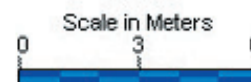
Exterior Port View



Interior Section Plan (Main Deck)

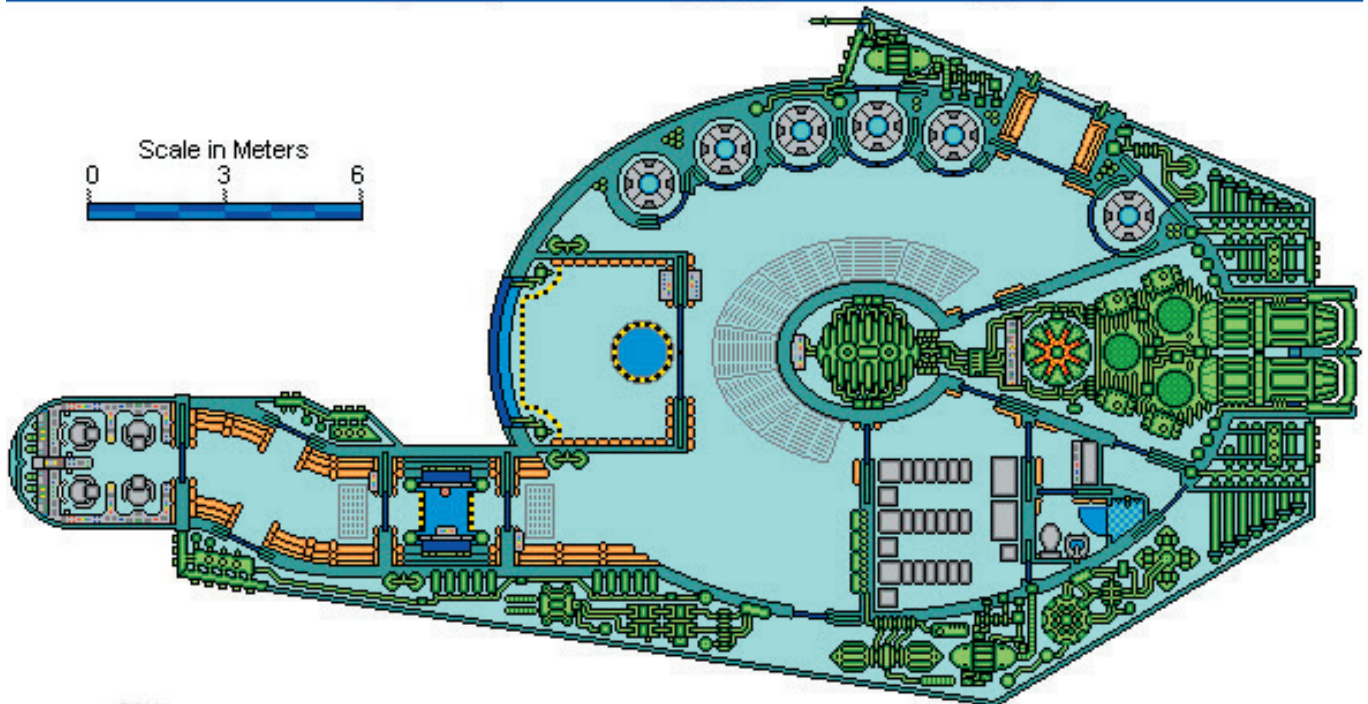
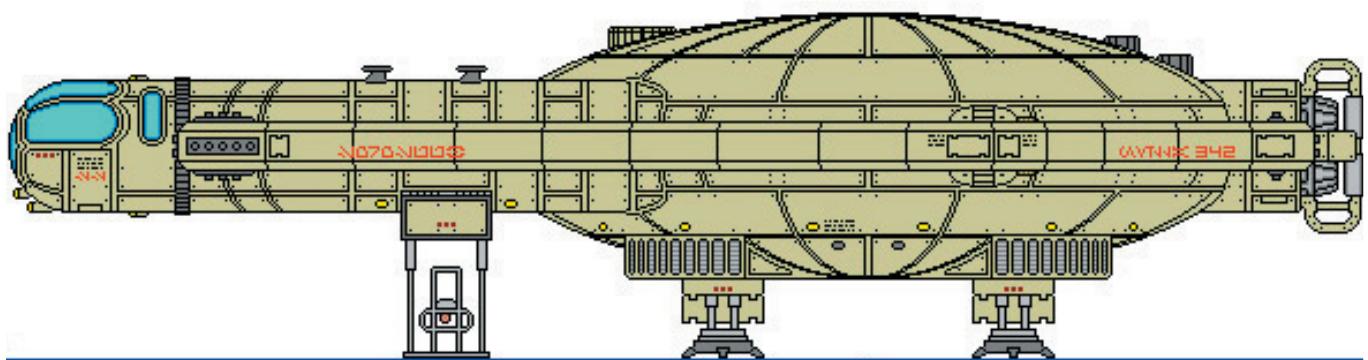
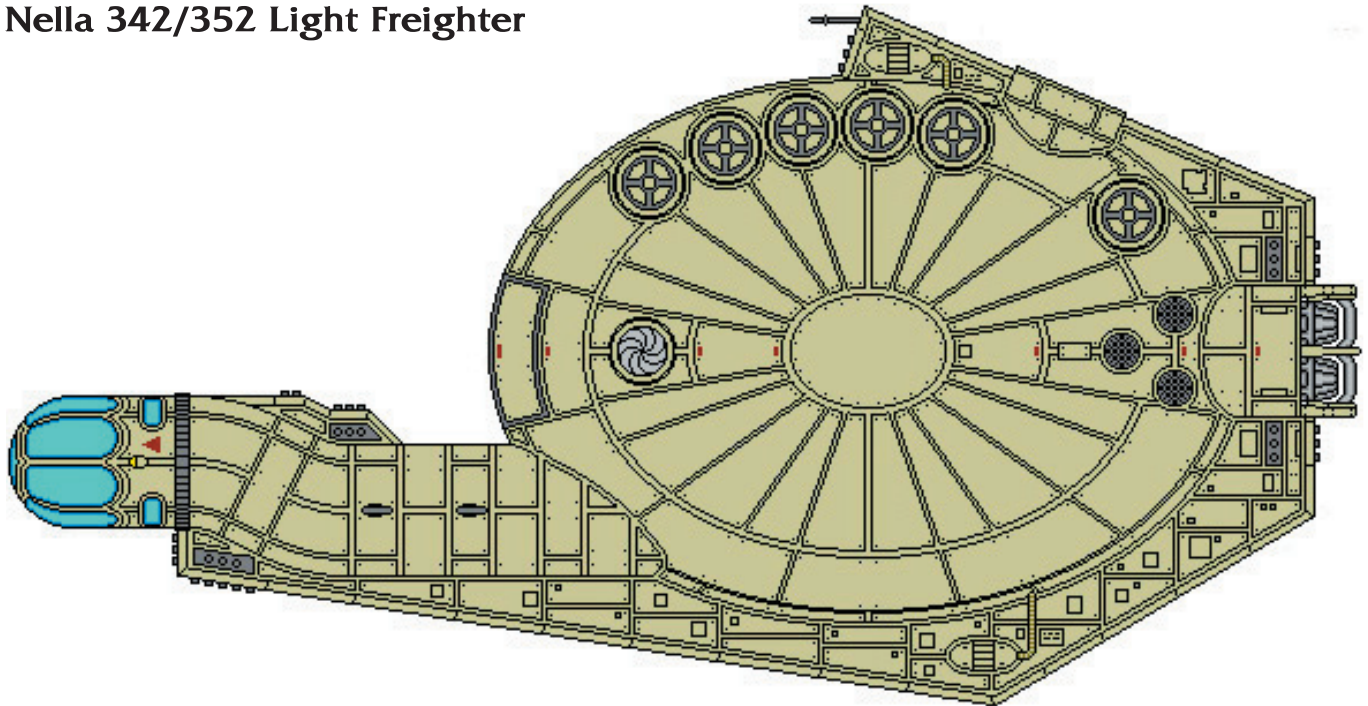


Interior Section Plan (Cockpit Deck)





## Nella 342/352 Light Freighter



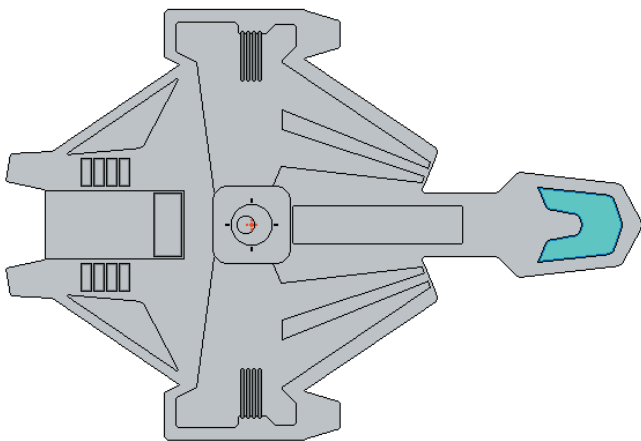


## Nella 352 Light Freighter

**Craft:** SoroSuub Nella 352  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 29.7 meters  
**Skill:** Space transports: Nella 352  
**Crew:** 1, gunners: 1  
**Passengers:** 4  
**Cargo Capacity:** 60 metric tons  
**Consumables:** 2 months  
**Cost:** 98,000 (new), 24,500 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 30/2D  
*Search:* 45/2D  
*Focus:* 2/2D+1  
**Weapons:**  
**Light Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D

**Crew Skill:** Varies widely  
**Passengers:** 4  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 18,500 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 12/0D  
*Scan:* 25/1D  
*Search:* 35/2D  
*Focus:* 3/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Ghtroc 440 Light Freighter



**Craft:** Ghtroc Industries class 440 freighter  
**Alignment:** General  
**Era:** Old Republic  
**Type:** Stock light freighter  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: Ghtroc Freighter  
**Crew:** 1 to 2 (can coordinate)

## Ghtroc 580 Light Freighter



**Craft:** Ghtroc 580 Light Freighter  
**Alignment:** General  
**Era:** Old Republic  
**Source:** Pirates & Privateers (page 62)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 37 meters  
**Skill:** Space transports: Ghtroc 580  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 6 months  
**Cost:** 20,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 km/h

**Hull:** 4D

**Shields:** 1D+2

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

## Ghtroc 720 Freighter

**Craft:** Ghtroc Industries class 720 Freighter

**Alignment:** General

**Era:** Rise of the Empire

**Source:** Core Rulebook (page 256), Platt's Smugglers Guide (pages 32-33)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports: Ghtroc freighter

**Crew:** 1, gunners: 1

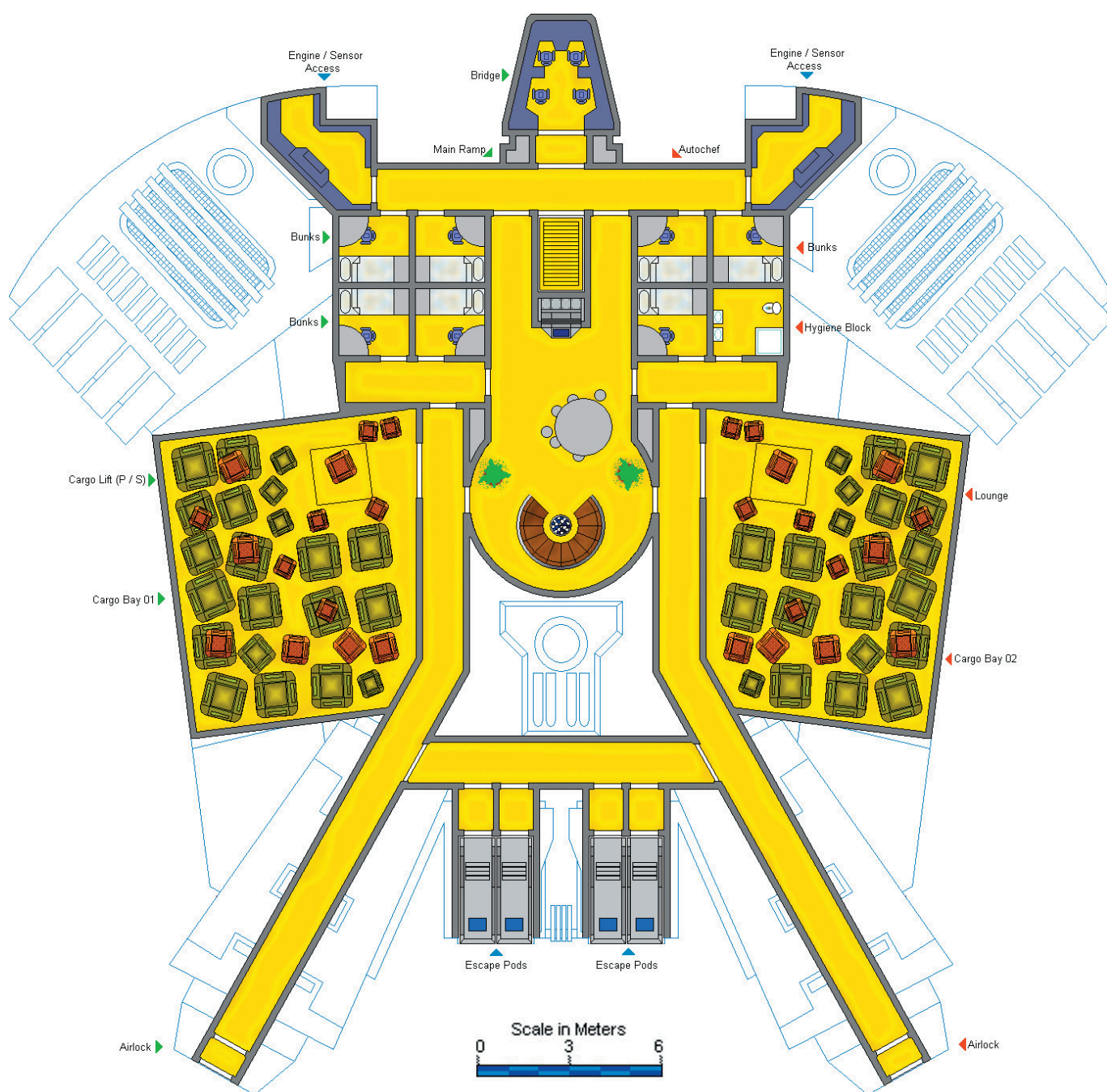
**Crew Skill:** Varies widely

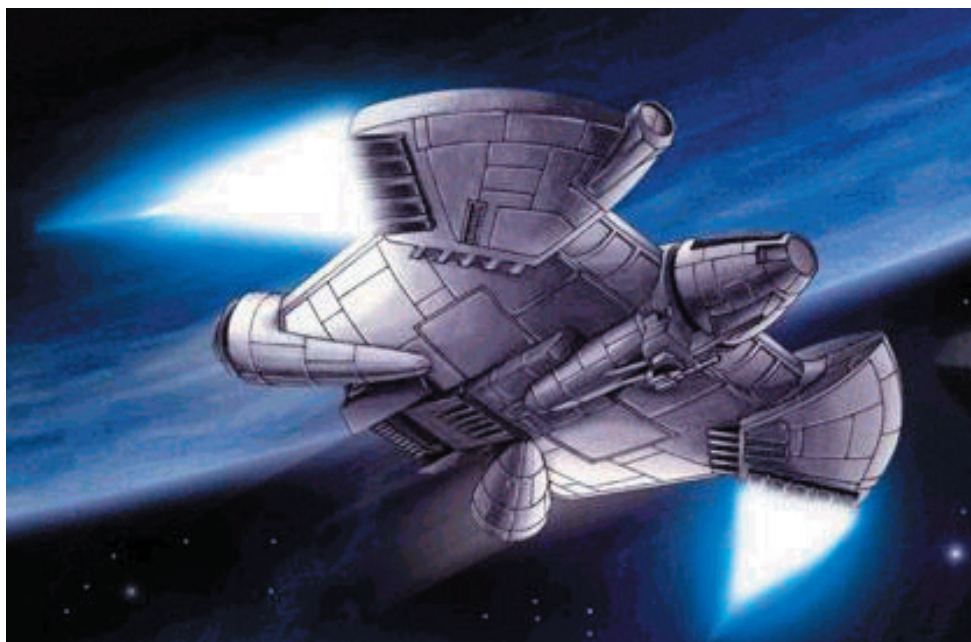
**Passengers:** 10

**Cargo Capacity:** 135 metric tons

**Consumables:** 2 months

**Cost:** 98,500 (new), 23,000 (used)





**Space:** 4  
**Atmosphere:** 168; 480 km/h  
**Hull:** 2D  
**Sensors:**  
*Passive:* 15/-1D-1  
*Scan:* 25/0D-1  
*Search:* 40/0D+2  
*Focus:* 1/0D+2

**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 260; 750 km/h  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/4D  
**Weapons:**  
**Double Laser Cannon**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Selonian Cone Ship

**Craft:** Selonian Cone Ship  
**Alignment:** Selonia  
**Era:** Rise of the Empire  
**Source:** Coruscant and the Core Worlds (page 147)  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: Selonian cone ship  
**Crew:** 1  
**Crew Skill:** 2D in all applicable skills  
**Passengers:** 4  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Maneuverability:** 0D

## X-23 Space Barge



**Craft:** Incom X-23 StarWorker  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 56-60)  
**Type:** Intra-system space barge  
**Scale:** Starfighter  
**Length:** 38 meters  
**Skill:** Space transports: X-23 barge  
**Crew:** 2, plus labor droid, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 week  
**Cost:** 325,000 (new), 145,000 (used)  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:** 225; 650 km/h  
**Hull:** 3D  
**Sensors:**  
*Passive:* 5/0D  
*Scan:* 10/1D  
*Search:* 15/2D



## X-26 StarHaul



**Craft:** Incom X-26 StarHaul  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 60)  
**Type:** Space barge  
**Scale:** Starfighter  
**Length:** 55 meters  
**Skill:** Space transports: X-26 barge  
**Crew:** 2, plus droid  
**Crew Skill:** Varies, typically 3D-5D  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 week  
**Cost:** 400,000 (new), 175,000 (used)  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:** 70; 200 km/h  
**Hull:** 3D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 20/2D  
*Search:* 30/2D+2  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5  
*Damage:* 3D

## CRX-Tug

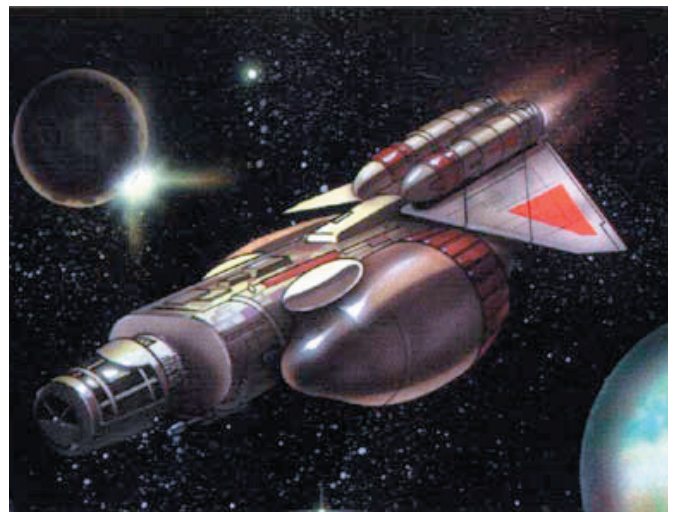
**Craft:** Cuirilla-Raye *Xylines*-class Spacetug  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 56)  
**Type:** Spacetug  
**Scale:** Starfighter

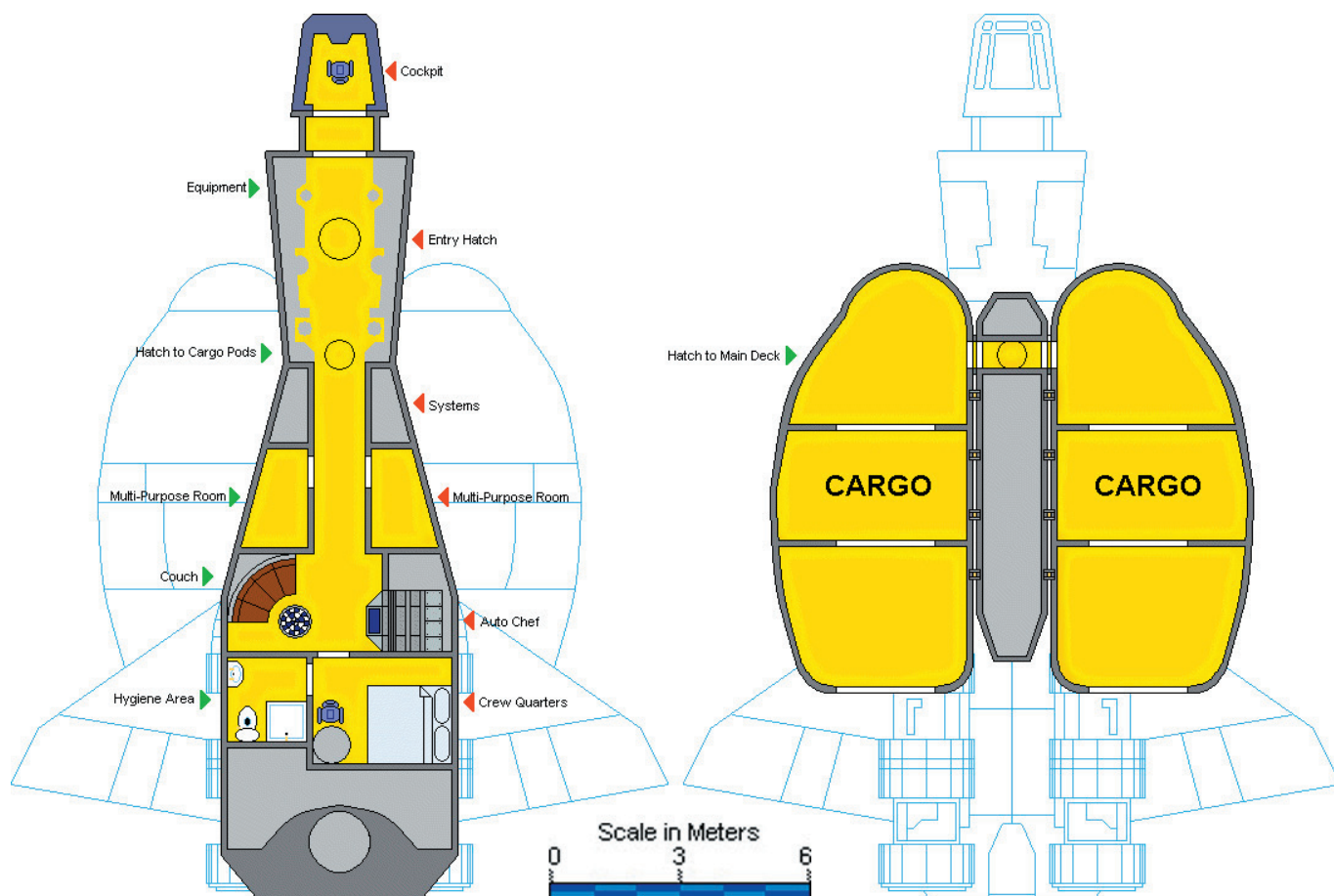


**Length:** 42 meters  
**Skill:** Space transports: *Xylines* Spacetug  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 255 metric tons  
**Consumables:** 2 weeks  
**Cost:** 20,000 (used)  
**Maneuverability:** 1D  
**Space:** 2  
**Atmosphere:** 80; 230 km/h  
**Hull:** 3D  
**Sensors:**  
*Passive:* 5/+1  
*Scan:* 15/1D  
*Search:* 25/1D+1  
*Focus:* 1/2D  
**Weapons:**  
**2 Tractor Beam Projectors**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 5D

## Z-10 Seeker

**Craft:** Starfeld Industries Z-10 Seeker  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 63-64)  
**Type:** Small scouting vessel  
**Scale:** Starfighter  
**Length:** 20.3 meters  
**Skill:** Space transports: Z-10 Seeker  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 2  
**Cargo Capacity:** 45 metric tons  
**Consumables:** 2 months  
**Cost:** 86,000 (new), 69,000 (used)  
**Nav Computer:** Yes  
**Hyperdrive:** x1





**Hyperdrive Backup:** x12

**Maneuverability:** 3D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 3D

**Sensors:**

*Passive:* 20/1D

*Scan:* 40/1D+2

*Search:* 65/2D

*Focus:* 3/3D

**Weapons:**

**Autoblaster**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D (0D if sensors inoperable)

*Space Range:* 1-3/10/20

*Atmosphere Range:* 100-300/1/2 km

*Damage:* 3D+1

**Notes:** All difficulty numbers to modify the Z-10 add +10. Without cargo pods Space increases +2 and Maneuverability increases 1D+1.

**Skill:** Space transports: Lantillan short hauler

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 85 metric tons

**Consumables:** 1 month

**Cost:** 20,500 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 km/h

## Lantillan Short Hauler

**Craft:** Lantillan Short Hauler

**Alignment:** General

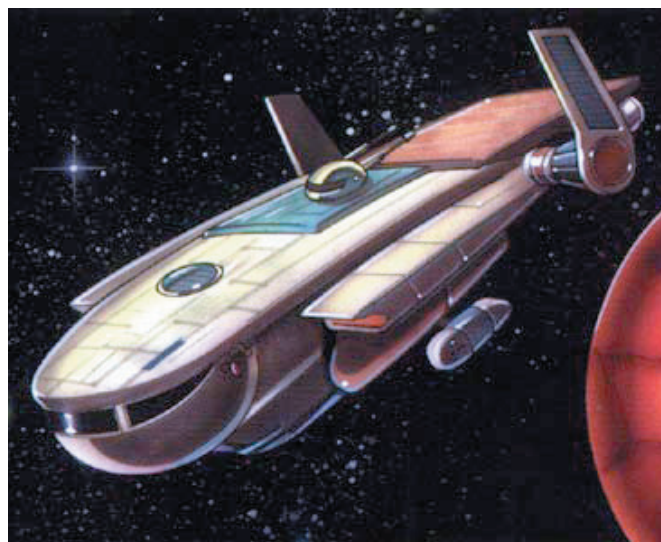
**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 65)

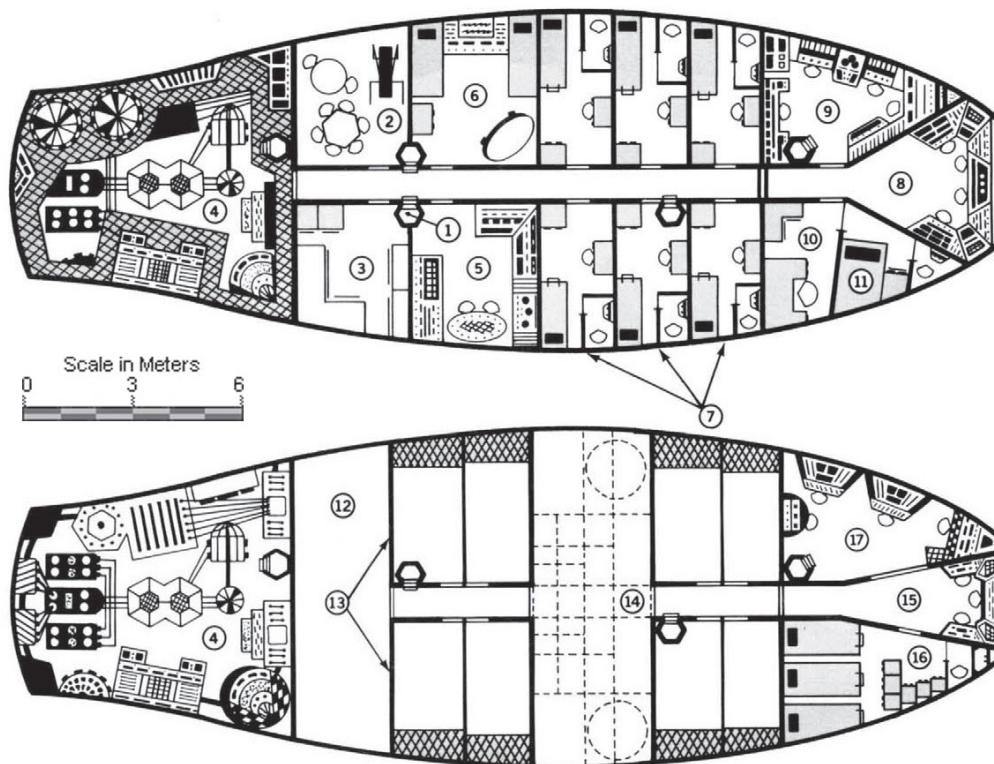
**Type:** Light freighter

**Scale:** Starfighter

**Length:** 27 meters







1. Upper Airlock
2. Rec Room
3. Galley
4. Engine Room
5. Tech Shop
6. Medical Bay
7. Crew Quarters
8. Bridge
9. Comm Station
10. Captain's Office
11. Captain's Quarters
12. Storage
13. Storage
14. Loading Area & Docking Platform
15. Control Room
16. Quarters
17. Sensors Suite Room

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/2D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D

**Craft:** Rendili-Surron *Starlight*-class Freighter

**Alignment:** General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 63)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 34 meters

**Skill:** Space transports: Starlight freighter

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 4

**Cargo Capacity:** 50 metric tons

**Consumables:** 3 weeks

**Cost:** 26,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 20/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Blaster Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

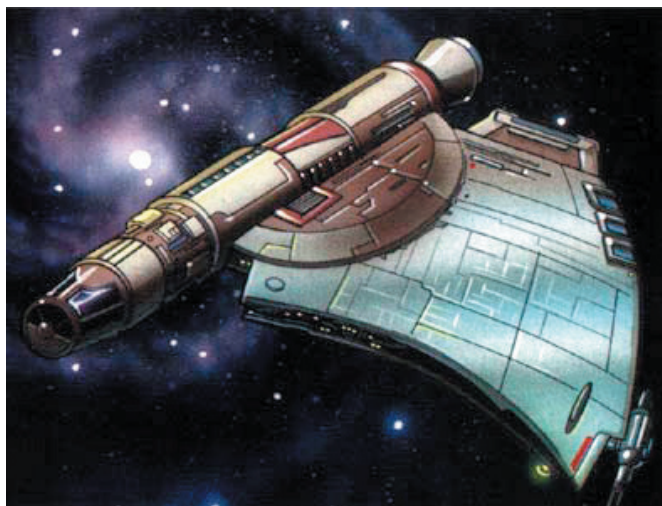
*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 3D

## Starlight Freighter





## XS-800 Light Freighter

**Craft:** Corellian Engineering Corporation XS-800 Light Freighter

**Alignment:** General

**Era:** Rise of the Empire

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 30.2 meters

**Skill:** Space transports: XS-800

**Crew:** 1 to 2 (can coordinate)

**Passengers:** 8

**Cost:** 37,500 (new)

**Cargo Capacity:** 115 metric tons

**Consumables:** 2 months

**Nav Computer:** Yes

**Hyperdrive:** x3

**Hyperdrive Backup:** x15

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Maneuverability:** 2D

**Hull:** 3D

**Shields:** 1D+2

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:**

**Double Laser Cannon** (fire linked)

*Fire Arc:* Front

*Crew:* 1

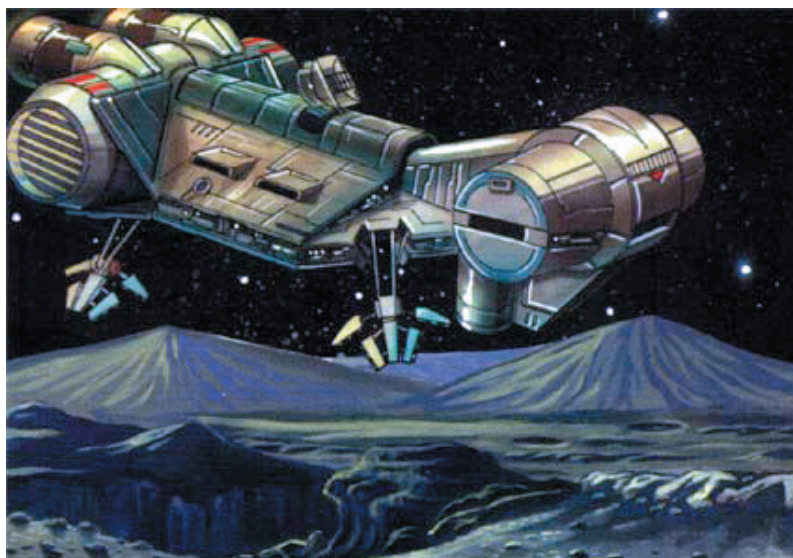
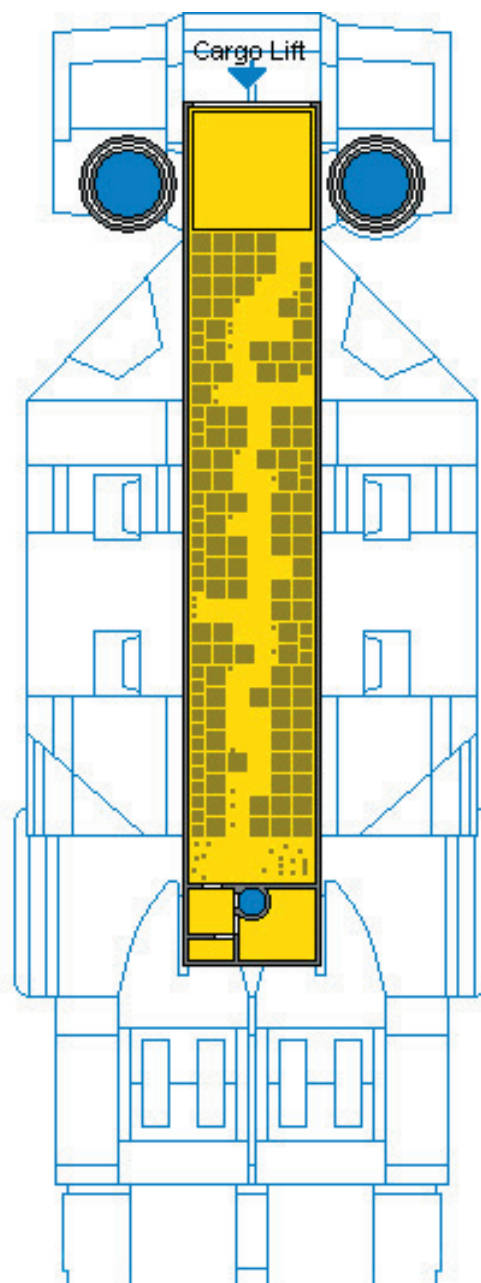
*Skill:* Starship gunnery

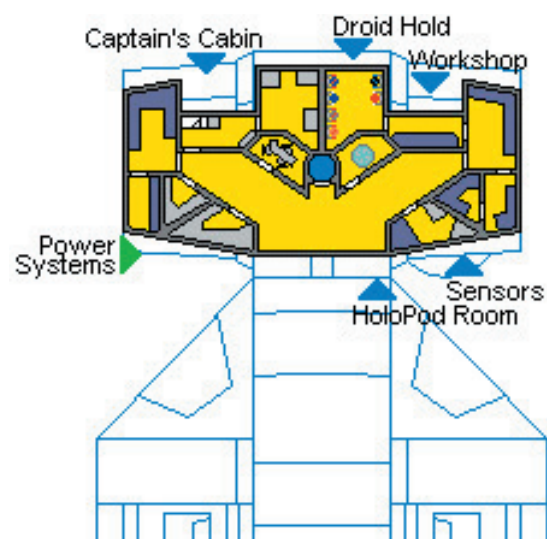
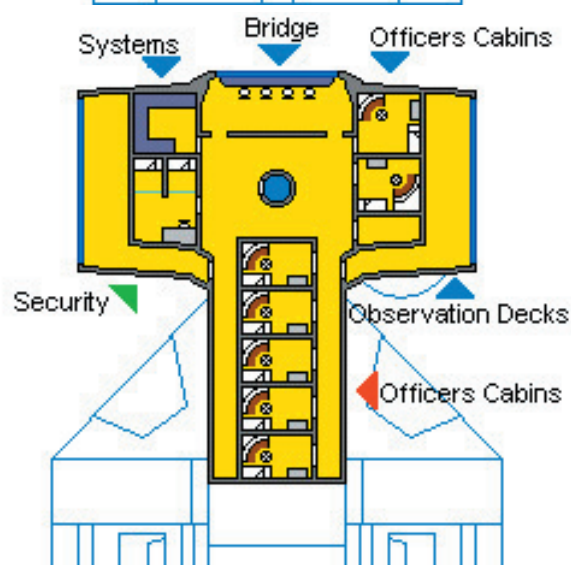
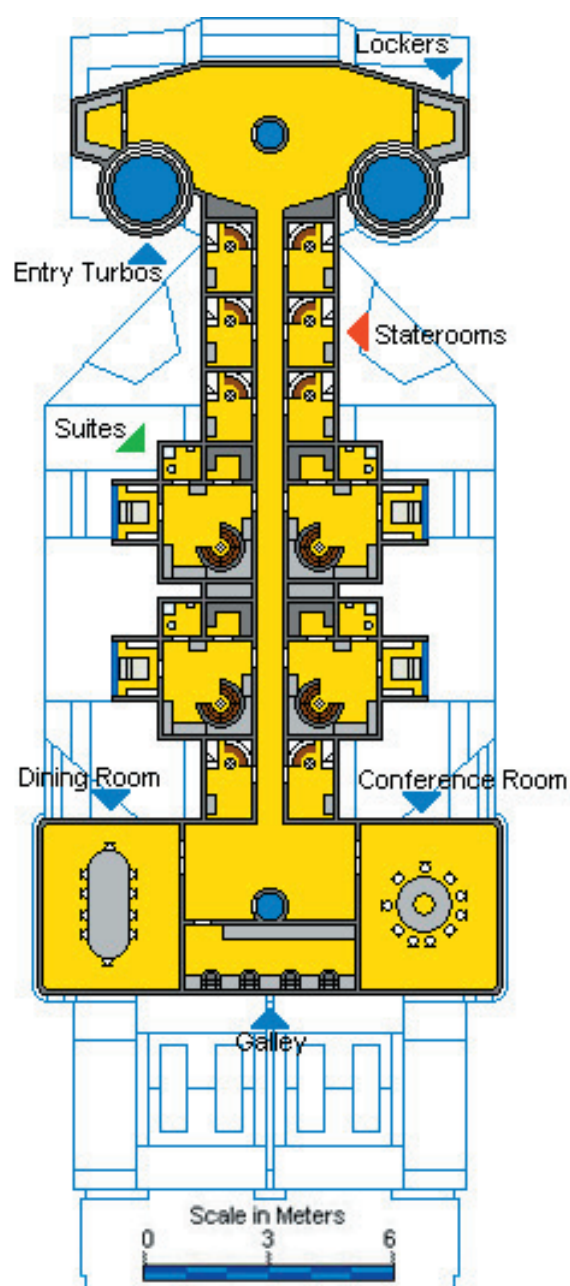
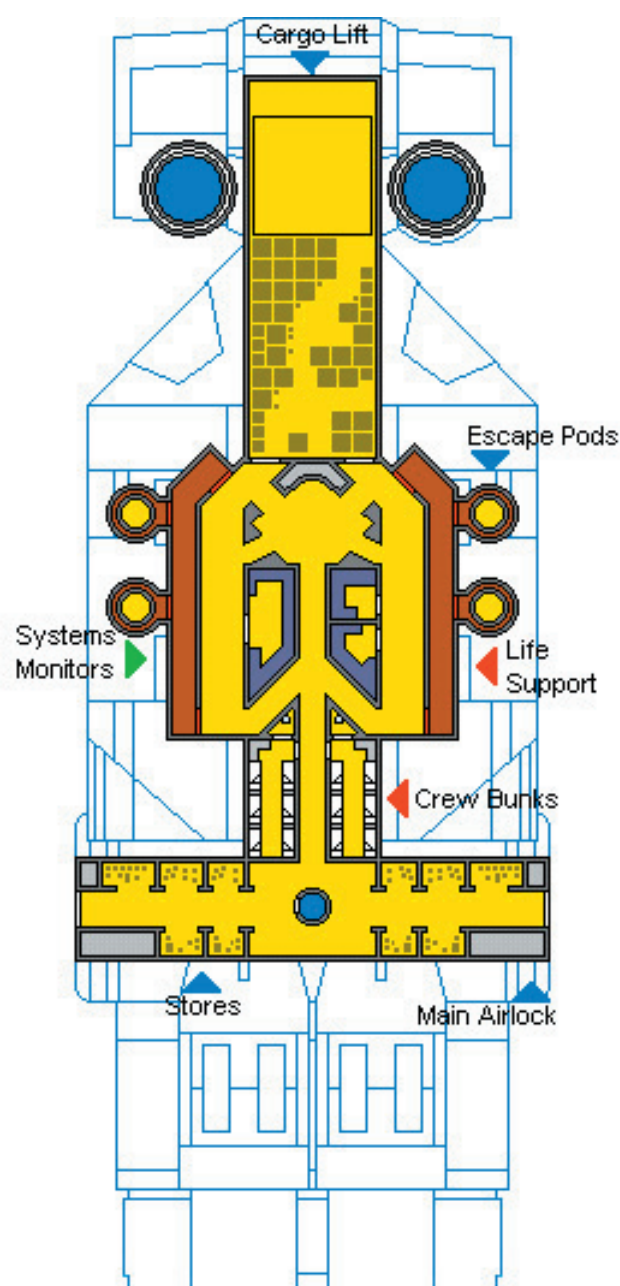
*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

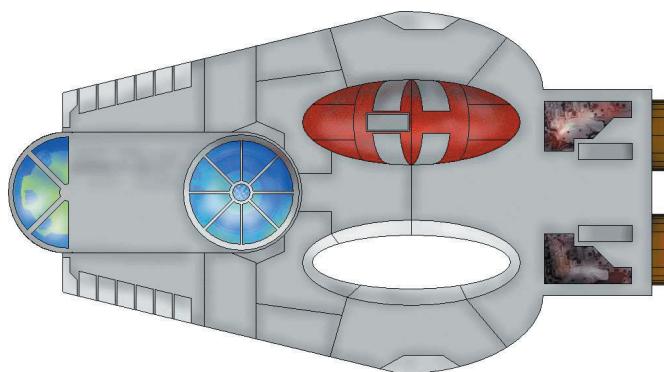
*Damage:* 4D







## Corona Transport



**Craft:** Kuat Drive Yards Corona Transport

**Alignment:** General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 62)

**Type:** Stock light freighter

**Scale:** Starfighter

**Length:** 28.4 meters

**Skill:** Space transports: Corona transport

**Crew:** 1 (optional co-pilot)

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 80 metric tons

**Consumables:** 2 months

**Cost:** 105,000 (new), 27,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 3D+2

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

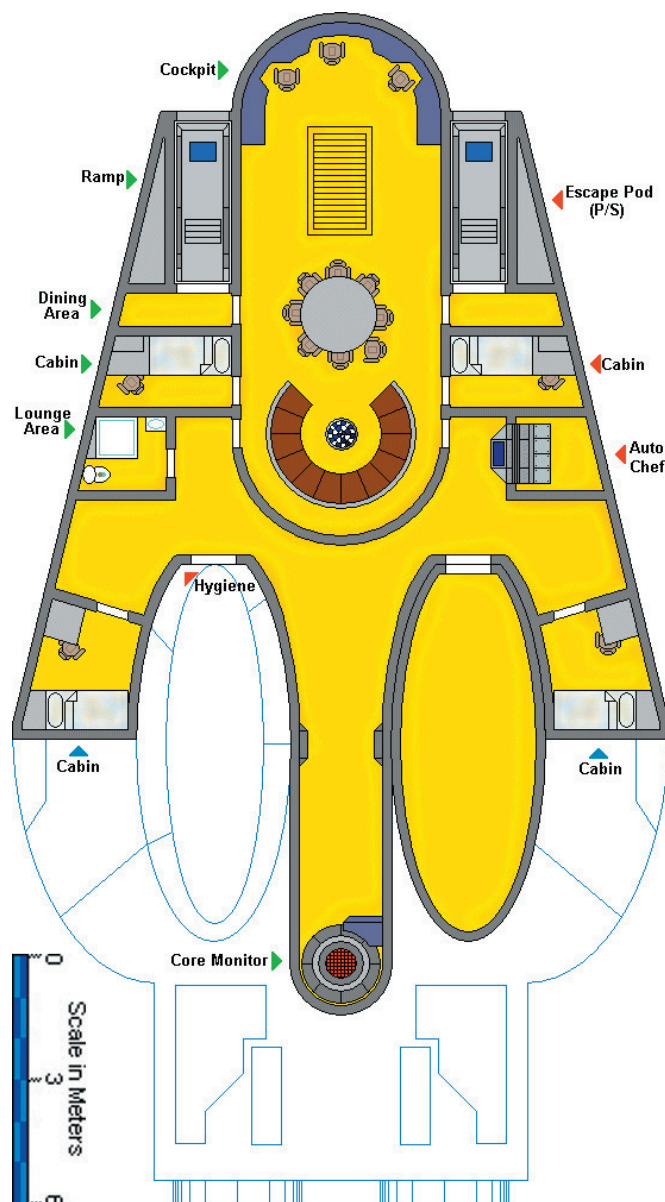
*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-

300/1.2/2.5 km

*Damage:* 4D



## Crinya Light Freighter





**Craft:** Gallofree Yards *Crinya*-class Light Freighter

**Alignment:** General / Rebel Alliance

**Era:** Rise of the Empire

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 29.2 meters

**Skill:** Space transports: *Crinya*-class freighter

**Crew:** 2 (1 can coordinate)

**Crew Skill:** Varies

**Passengers:** 7

**Cargo Capacity:** 90 metric tons

**Consumables:** 2 months

**Cost:** 65,000 credits

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 3D+2

**Shields:** 1D

**Sensors:**

*Passive:* 10/1D

*Scan:* 25/1D+2

*Search:* 40/2D

*Focus:* 4/2D+2

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1 (co-pilot)

*Skill:* Starship gunnery

*Fire Control:* 2D (can be fired by pilot at 0D)

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

## B-7 Light Freighter

**Craft:** Loronar B-7 Light Freighter

**Alignment:** General

**Era:** Rise of the Empire

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 19 meters

**Skill:** Space transports: B-7

**Crew:** 1, gunners: 1

**Crew Skill:** Varies widely

**Passengers:** 4

**Cargo Capacity:** 50 metric tons

**Consumables:** 2 months

**Cost:** 20,000 credits (used only)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 2

**Atmosphere:** 225; 650 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/+1

*Scan:* 20/1D

*Search:* 30/1D+2

*Focus:* 3/2D

**Weapons:**

**Light Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D+2 (may be fired by pilot at 0D fire control)

*Space Range:* 1-2/7/15

*Atmosphere:* 100-200/700/1.5 km

*Damage:* 4D

## 3-Z Light Freighter

**Craft:** Nova-Drive 3-Z Light Freighter

**Alignment:** General

**Era:** Rise of the Empire

**Type:** Light Freighter

**Scale:** Starfighter

**Length:** 28 meters

**Skill:** Space Transports: Nova-Drive 3-Z

**Crew:** 2

**Passengers:** 8

**Cargo Capacity:** 150 metric tons

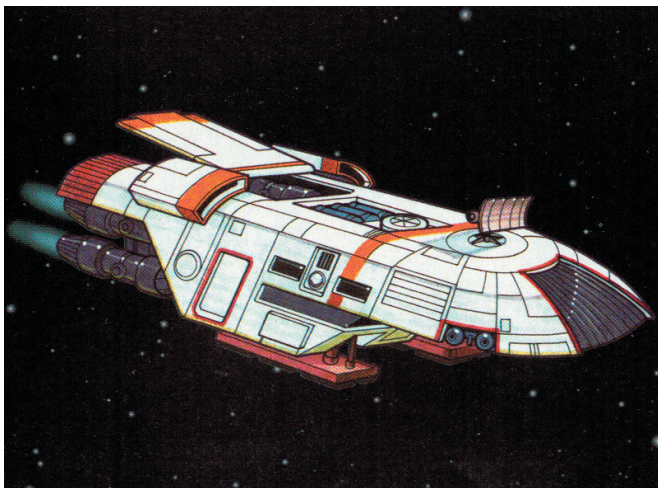
**Consumables:** 2 months

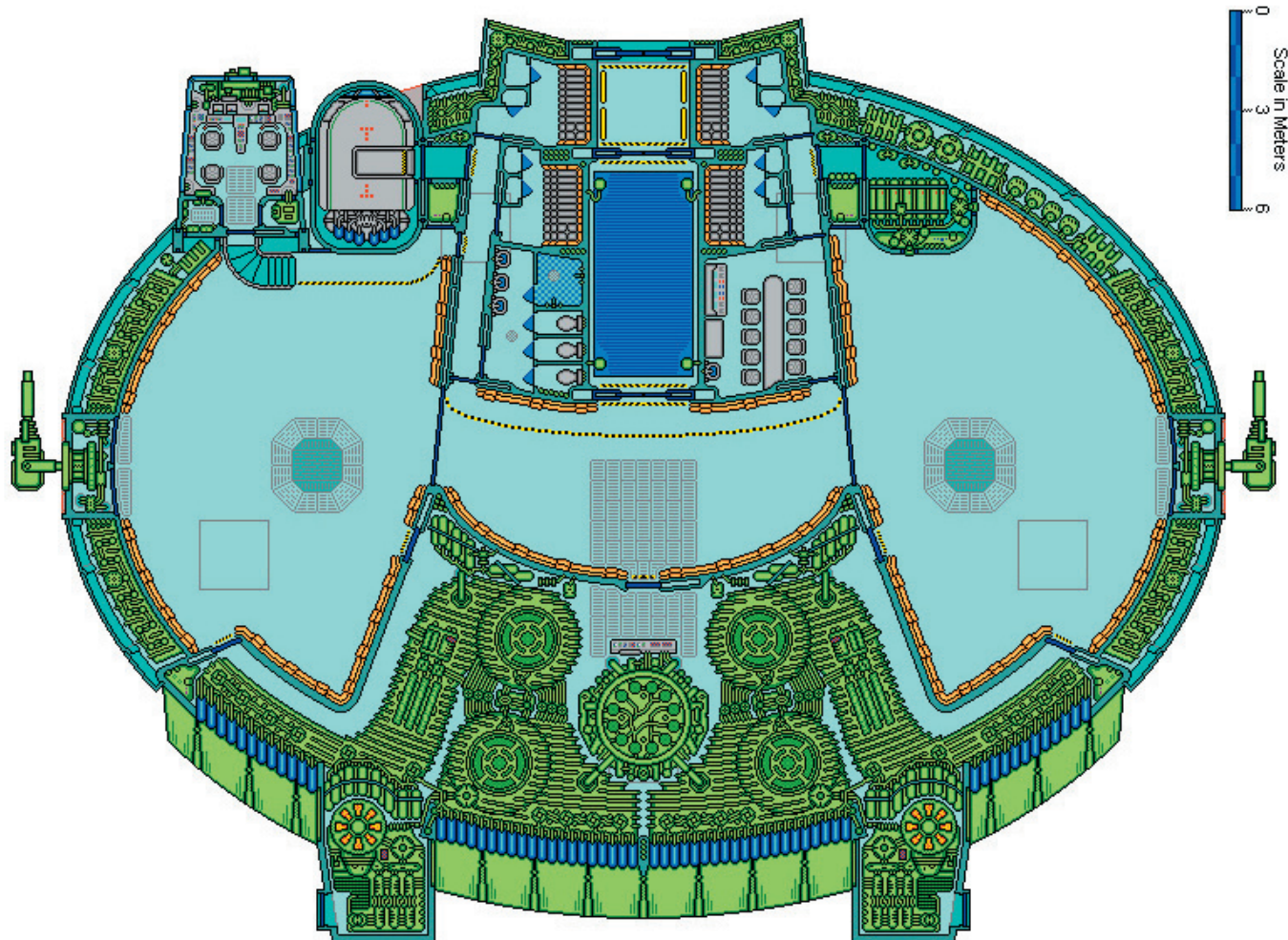
**Cost:** 60,000 credits (new), 20,000 credits (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes





**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 4D+2

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 30/1D

*Search:* 40/1D+2

*Focus:* 2/2D

**Weapons:**

**Two Laser Cannons**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D

**Skill:** Space transports: Stalwart freighter

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 5

**Cargo Capacity:** 120 metric tons

**Consumables:** 3 months

**Cost:** 21,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 5

**Atmosphere:** 290; 850 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 15/1D

*Scan:* 30/1D+2

*Search:* 40/2D

*Focus:* 1/2D+2

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

## Stalwart Light Freighter

**Craft:** Stalwart-class Light Freighter

**Alignment:** General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 65)

**Type:** Stock light freighter

**Scale:** Starfighter

**Length:** 19.7 meters





## Jermaguim Light Freighter



**Craft:** SoroSuub *Jermaguim*-class Light Freighter

**Alignment:** General

**Era:** Rise of the Empire

**Source:** *Pirates & Privateers* (page 62)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 25 meters

**Skill:** Space transports: *Jermaguim* freighter

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 8

**Cargo Capacity:** 85 metric tons

**Consumables:** 2 months

**Cost:** 28,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D

**Shields:** 1D+1

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D+1

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

## Gymsnor-3 Light Freighter

**Craft:** CorellianSpace *Gymsnor-3* Freighter

**Alignment:** General

**Era:** Rise of the Empire

**Source:** *Pirates & Privateers* (pages 62-63)

**Type:** Light freighter

**Scale:** Starfighter

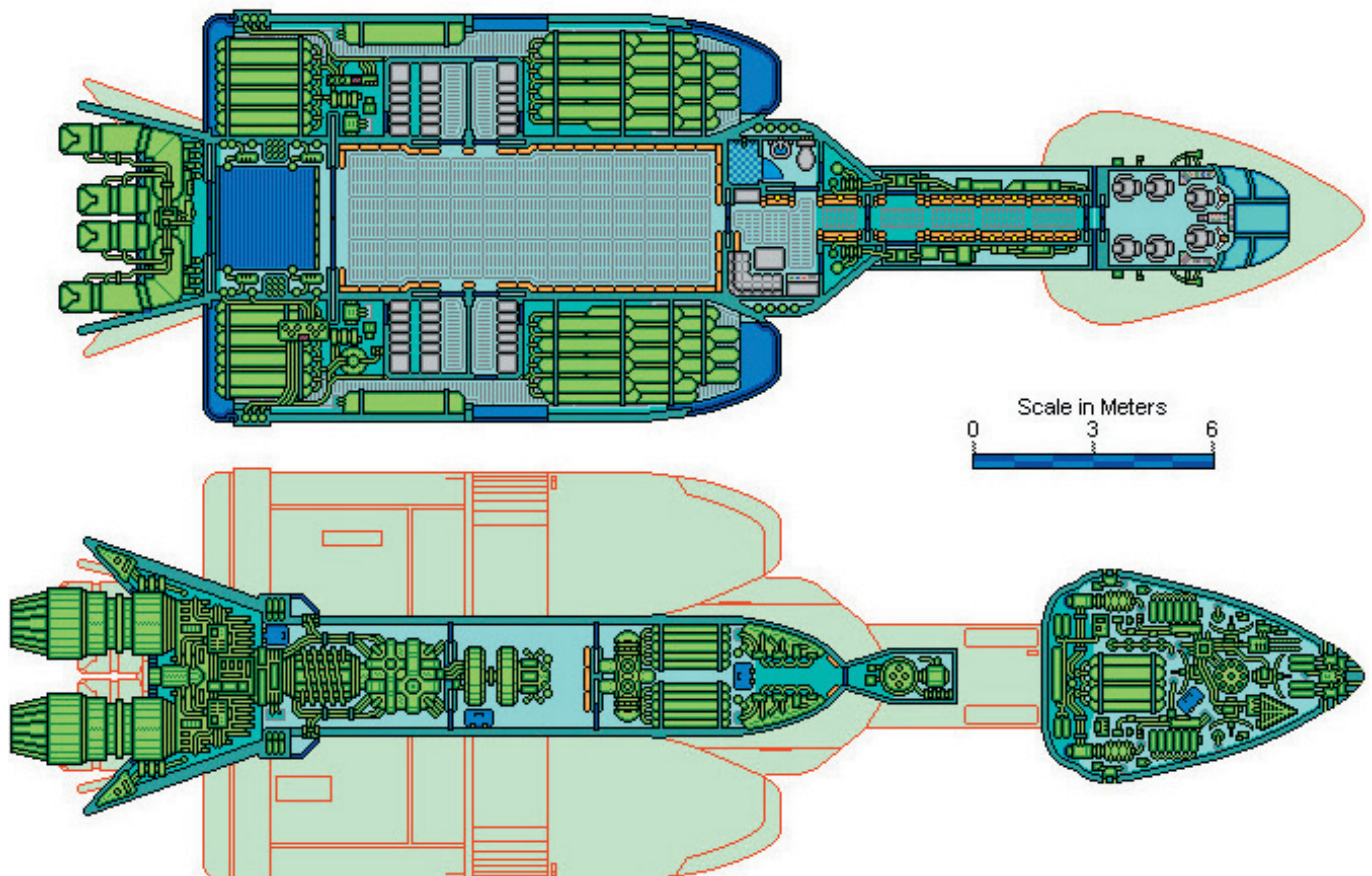
**Length:** 34.1 meters

**Skill:** Space transports: *Gymsnor-3* freighter

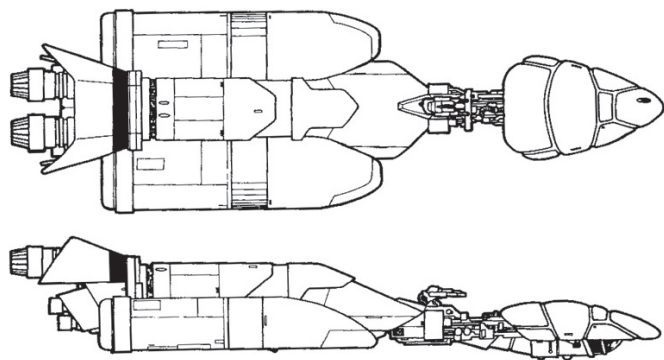
**Crew:** 1

**Crew Skill:** Varies widely

**Passengers:** 4







**Cargo Capacity:** 95 metric tons  
**Consumables:** 1 month  
**Cost:** 19,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 45/2D  
*Focus:* 3/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Nyubba Cargo Barge Driver

**Craft:** SoroSuub Transport Systems *Nyubba*-class Cargo Barge Driver

**Alignment:** General

**Era:** Rise of the Empire

**Type:** Cargo barge driver

**Scale:** Starfighter

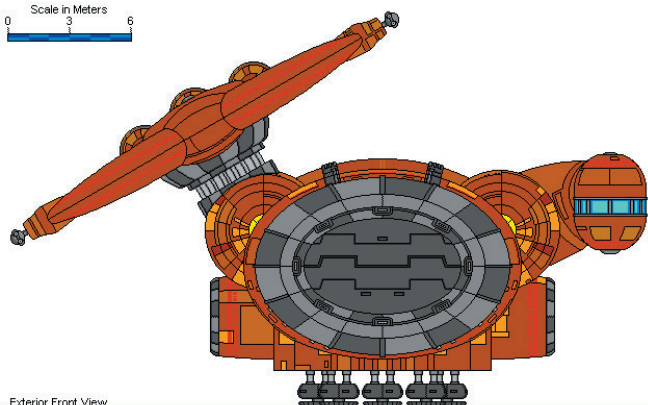
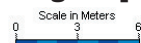
**Length:** 22 meters

**Skill:** Space transports: *Nyubba*-class

**Crew:** 2

**Passengers:** 2

**Cargo Capacity:** 200 metric tons



Exterior Front View

**Consumables:** 2 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x16

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 3

**Atmosphere:**

260; 750 km/h

**Hull:** 5D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Double Laser**

**Cannons**

*Fire Arc:* Turret

*Skill:* Starship gunnery

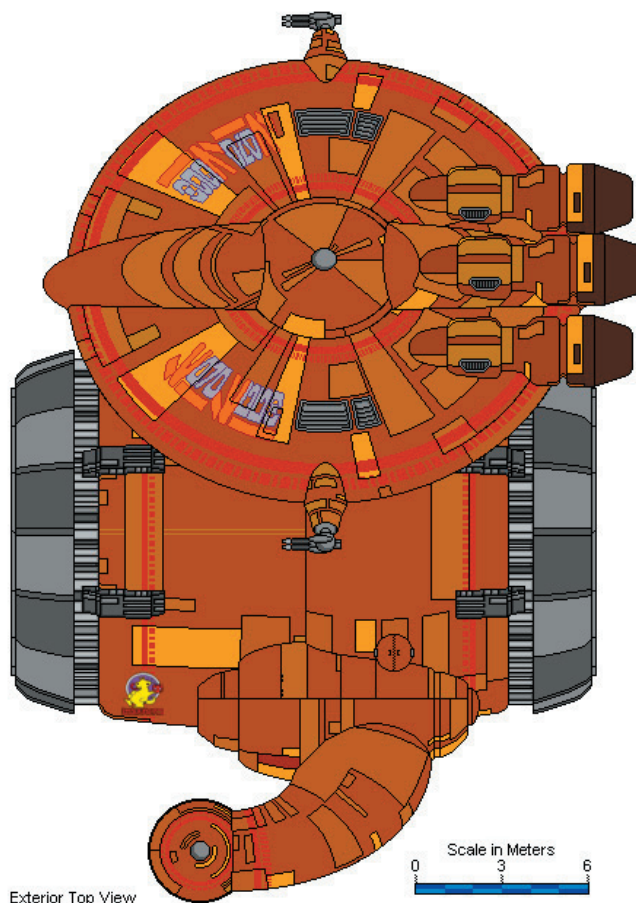
*Fire Control:* 1D+2

*Space Range:* 1-3/12/25

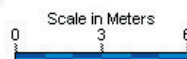
*Atmosphere Range:* 100-300/1.2/2.5 km

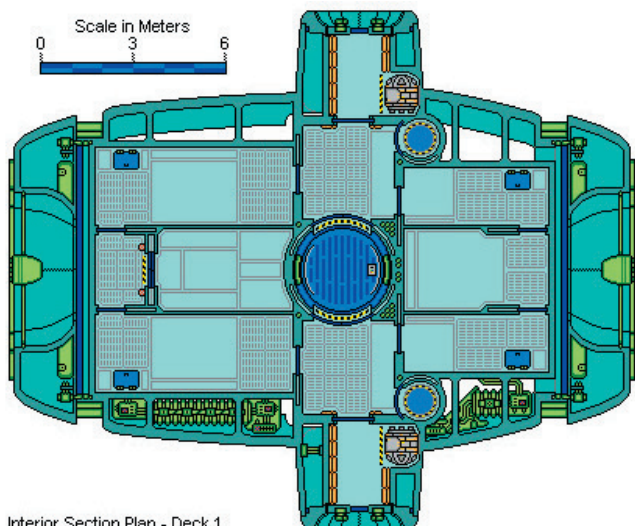
*Damage:* 4D

**Note:** Add +1 Difficulty of any space transports roll for each of the first eight barges. For each additional barge past eight, add +1D to difficulties.

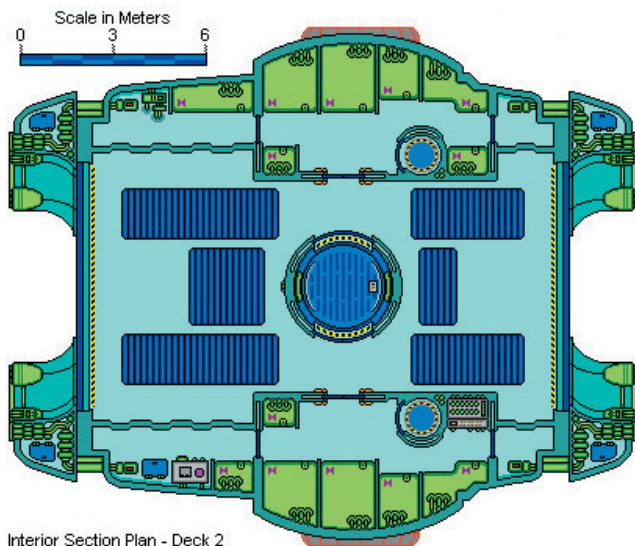


Exterior Top View

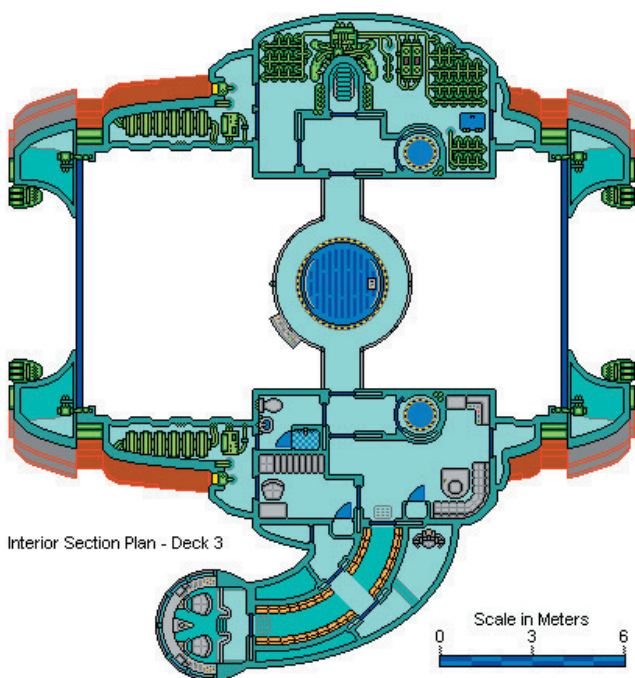




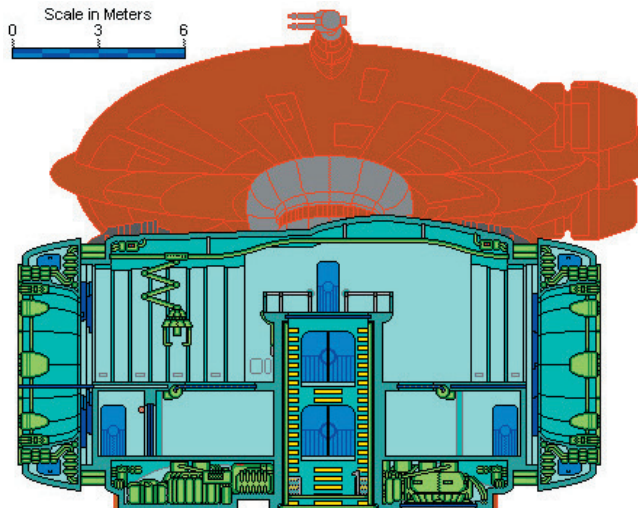
Interior Section Plan - Deck 1



Interior Section Plan - Deck 2



Interior Section Plan - Deck 3



Interior Section Plan - Mid-Sagittal Section

## HT-2200 Medium Freighter

**Craft:** Corellian Engineering Corporation HT-2200

**Alignment:** General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 66)

**Type:** Medium freighter

**Scale:** Starfighter

**Length:** 54.8 meters

**Skill:** Space transports: HT-2200

**Crew:** 2

**Passengers:** 8

**Cargo Capacity:** 800 metric tons, in four cargo bays

**Consumables:** 3 months

**Cost:** 240,000 (new), 110,000 (used)

**Nav Computer:** Yes

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Space:** 3

**Atmosphere:** 260; 750 km/h

**Hull:** 5D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

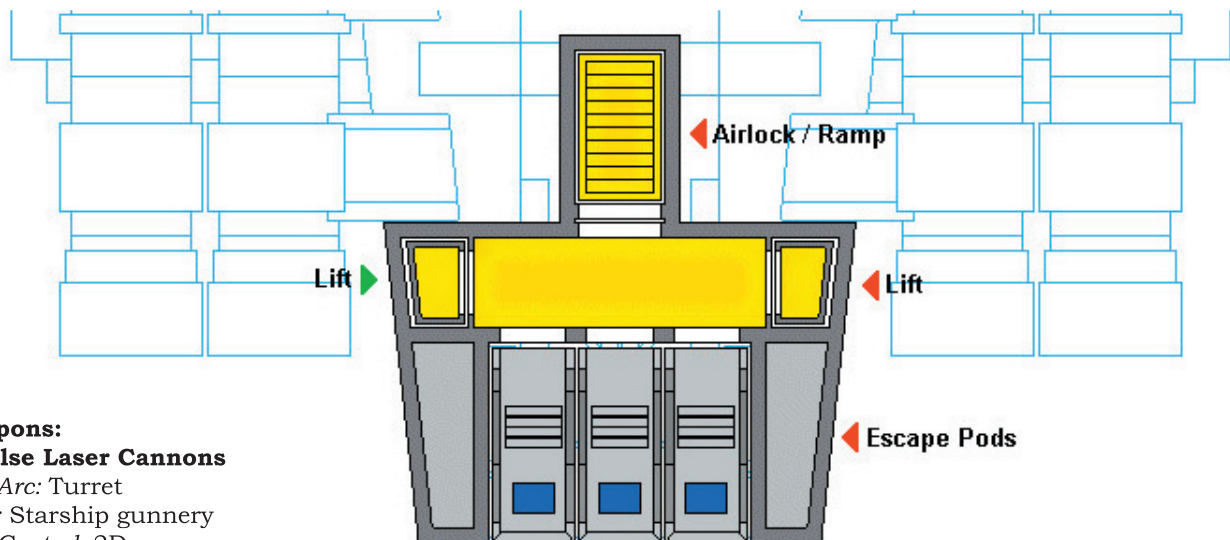
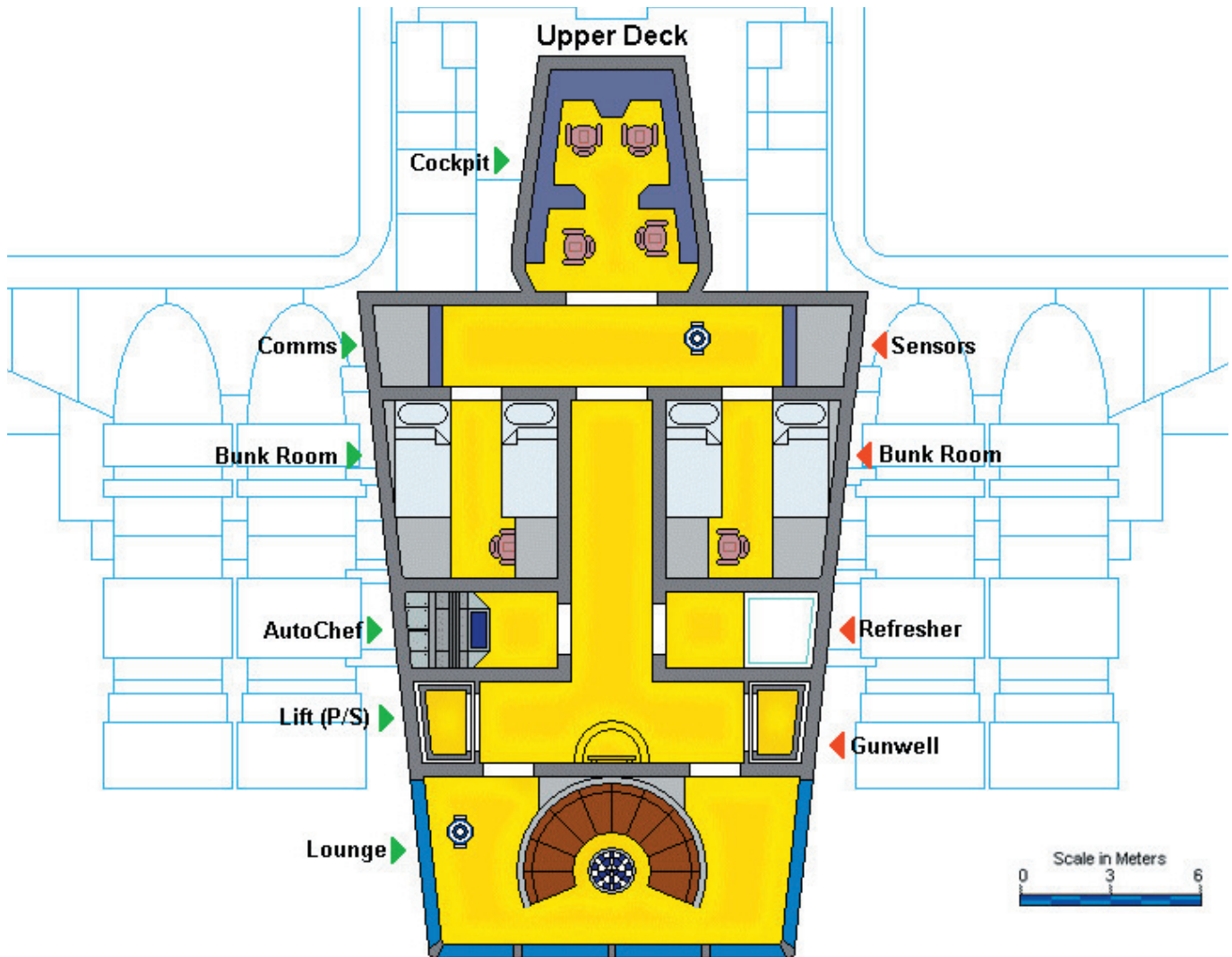
*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D







**Weapons:**

**2 Pulse Laser Cannons**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

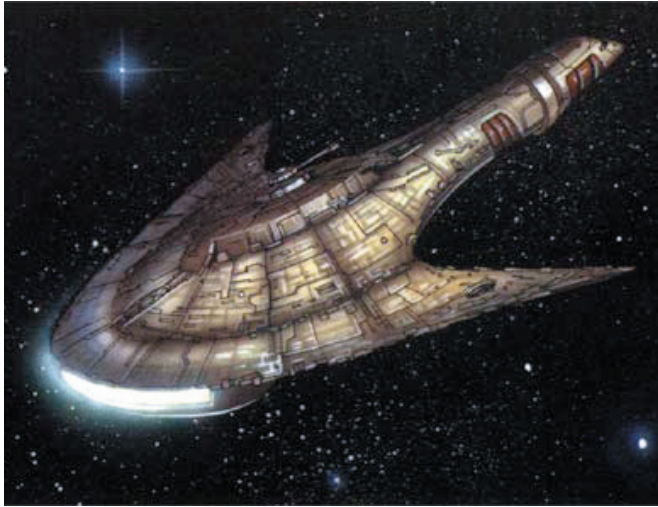
*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

**Notes:** Since this vessel is easily modified, engineers gain a +5 bonus to their *space transports repair* rolls when performing modifications on an HT-2200.



## Kazellis Light Freighter



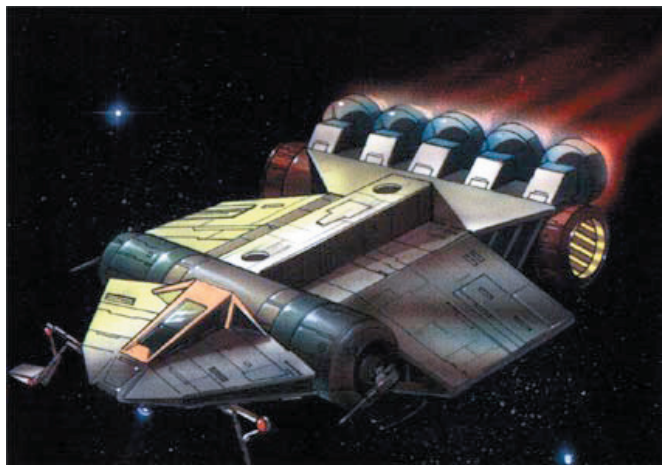
**Craft:** Kazellis Corporation Light Freighter  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 61)  
**Type:** Stock light freighter  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: Kazellis freighter  
**Crew:** 1  
**Crew Skill:** Varies widely  
**Passengers:** 3  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 23,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 50/2D  
*Search:* 70/2D+1  
*Focus:* 4/3D  
**Weapons:**  
**Quad Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D+1

## DeepWater Light Freighter

**Craft:** Mon Calamari *DeepWater*-class Light Freighter  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Light Freighter  
**Scale:** Starfighter  
**Length:** 45 meters  
**Skill:** Space transports: DeepWater  
**Crew:** 1 or 2  
**Passengers:** 6  
**Cost:** 99,000  
**Cargo Capacity:** 85 metric tons  
**Consumables:** 2 months  
**Nav Computer:** Yes  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Maneuverability:** 1D  
**Hull:** 3D  
**Shields:** 2D \* (+1 versus physical damage in aquatic mode)  
 \* The DeepWater has 3D in backup shields. When a die of shields is lost, the shield operator can attempt to make an Easy starship shields roll. If successful, one of the backup shield dice can be activated to bring the ship back up to 2D in shields. Once all three backup dice are exhausted, the shields can withstand the normal amount of damage and then must be completely overhauled. The backup dice cannot be applied when traveling underwater.  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/2D  
*Search:* 65/2D+2  
*Focus:* 5/2D+2  
**Weapons:**  
**Laser Turret**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D



## TL-1800 Transport



**Craft:** Suwantek Systems TL-1800 Transport

**Alignment:** General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 64)

**Type:** Stock light freighter

**Scale:** Starfighter

**Length:** 30 meters

**Skill:** Space transports: TL-1800 transport

**Crew:** 1 to 2

**Crew Skill:** Varies widely

**Passengers:** 7

**Cargo Capacity:** 110 metric tons

**Consumables:** 3 months

**Cost:** 28,000

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Two Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

## L19 Heavy Freighter

**Craft:** Surrion StarTech L19 Heavy Freighter

**Alignment:** General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (pages 65-66)

**Type:** Short-range heavy freighter

**Scale:** Starfighter



**Length:** 50 meters

**Skill:** Space transports: L19 freighter

**Crew:** 1

**Crew Skill:** Varies widely

**Passengers:** 10

**Cargo Capacity:** 150 metric tons

**Consumables:** 8 weeks

**Cost:** 28,500 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x16

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 5D

**Shields:** 1D

**Sensors:**

*Passive:* 30/1D

*Scan:* 80/2D

*Search:* 120/3D

*Focus:* 4/4D

**Weapons:**

**Twin Blaster Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

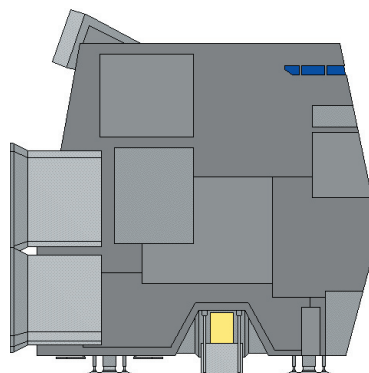
*Fire Control:* 2D

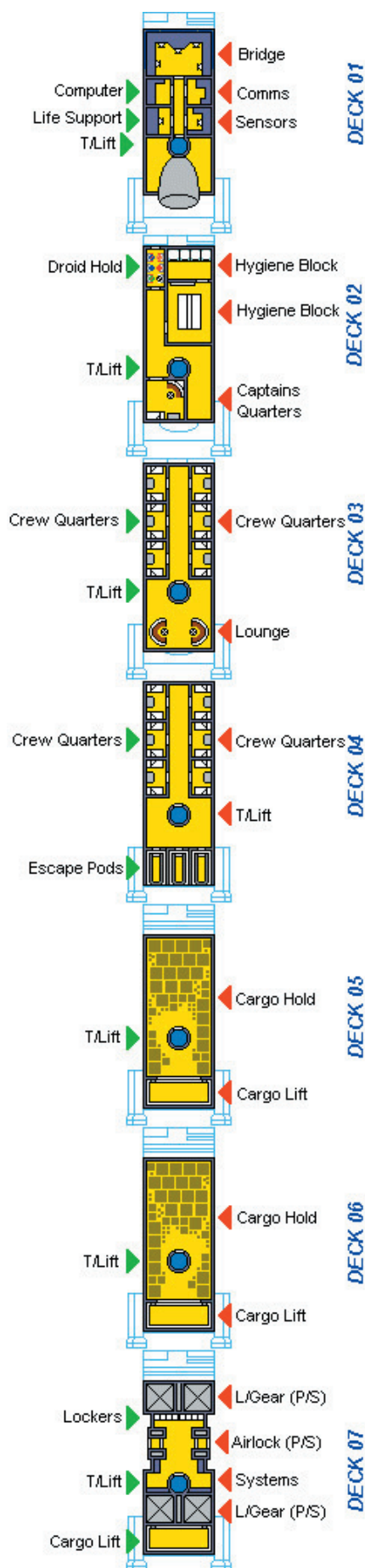
*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

## Subla Ransom Medium Cargo Hauler





**Craft:** Subla Ransom Cargo Hauler

**Alignment:** General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 67)

**Type:** Medium freighter

**Scale:** Starfighter

**Length:** 23 meters

**Skill:** Space transports: Subla Ransom hauler

**Crew:** 5

**Crew Skill:** Varies widely

**Passengers:** 5

**Cargo Capacity:** 700 metric tons

**Consumables:** 3 months

**Cost:** 110,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 335; 950 km/h

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 65/2D

*Search:* 110/3D

*Focus:* 4/4D

**Weapons:**

**Blaster Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

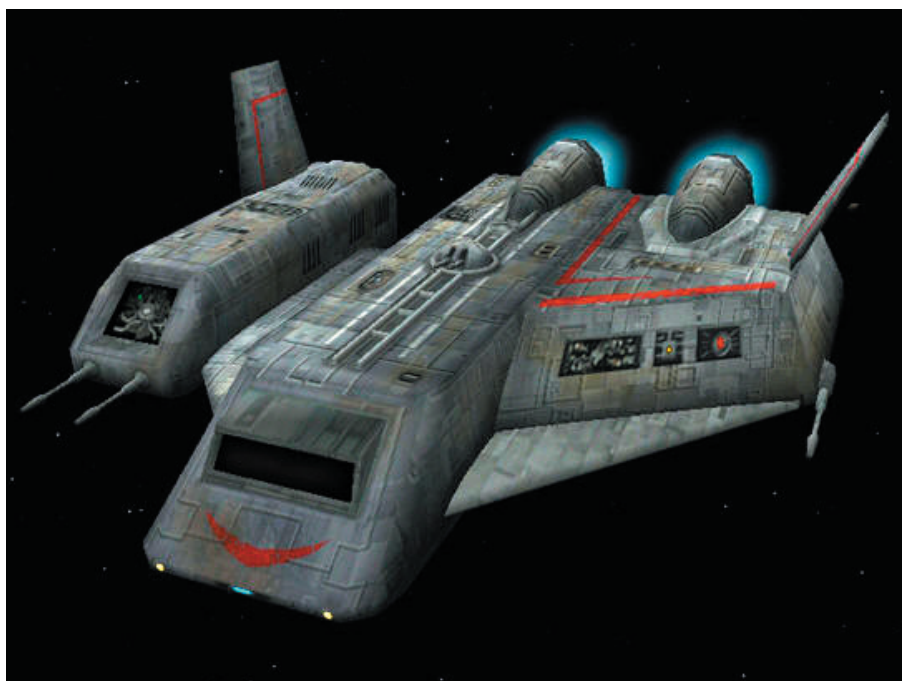
*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 5D

## Muurian Transport





**Craft:** Muurian Interestellar Transport

**Alignment:** General

**Era:** Rise of the Empire

**Type:** Light transport

**Scale:** Starfighter

**Length:** 30 m

**Skill:** Space transports: Muurian

**Crew:** 1; gunners: 2

**Passengers:** 8

**Cargo Capacity:** 110 metric tons

**Cost:** 150,000 (new), 60,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x14

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 480; 800 km/h

**Hull:** 3D+2

**Shields:** 1D

**Weapons:**

**2 Quad Lasers**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/28

*Atmosphere Range:* 100-300/1.2/2.8 km

*Damage:* 5D

**Dual Lasers** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D+1

**Ion Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/0.7/3.6 km

*Damage:* 4D

**Concussion Missile Launcher**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Ammo:* 6

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 7D

## Helix Light Freighter

**Craft:** Arakyd Helix Light Freighter

**Alignment:** Empire

**Era:** Rise of the Empire

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 30.9 meters

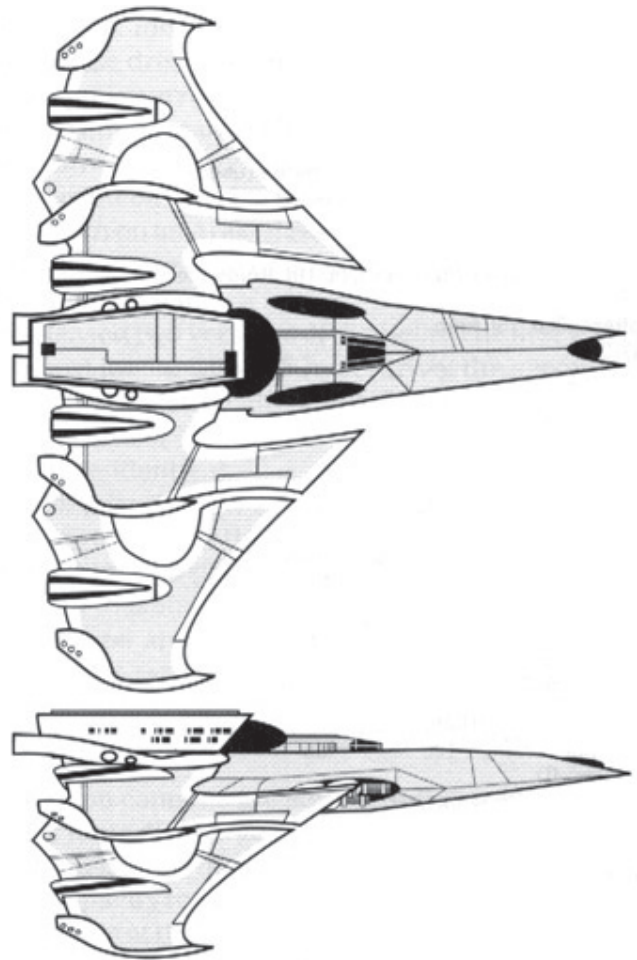
**Skill:** Space transports: Arakyd Helix

**Crew:** 2

**Crew Skill:** Varies tremendously

**Passengers:** 4

**Cargo Capacity:** 35 metric tons



**Consumables:** 4 weeks

**Cost:** 215,000(new), 182,000(used)

**Hyperdrive Multiplier:** x2 (B model is x1)

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D+1 (in space); 0D (in atmosphere)

**Space:** 7

**Atmosphere:** 260; 750 km/h

**Hull:** 3D+2

**Shields:** 1D+2

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/2D+1

*Focus:* 2/3D+1

**Weapons:**

**2 Plasmaburst Laser Cannons** (fire-linked)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 6D

**2 Ion Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/10/20

*Atmosphere Range:* 100-300/1/2 km

*Damage:* 4D

## YZ-900 Transport

**Craft:** Corellian Corp. YZ-900 Transport

**Alignment:** General / Empire

**Era:** Rise of the Empire

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 54.3 meters

**Skill:** Space transports: YZ-900

**Crew:** 3, gunners: 4, skeleton: 2/+5

**Crew Skill:** Varies widely

**Passengers:** 14

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Cost:** 300,000 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Space:** 3

**Atmosphere:** 260; 750 km/h

**Hull:** 5D

**Shields:** 3D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Heavy Twin Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**2 Twin Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

**Concussion Missile Launcher**

*Fire Arc:* Front

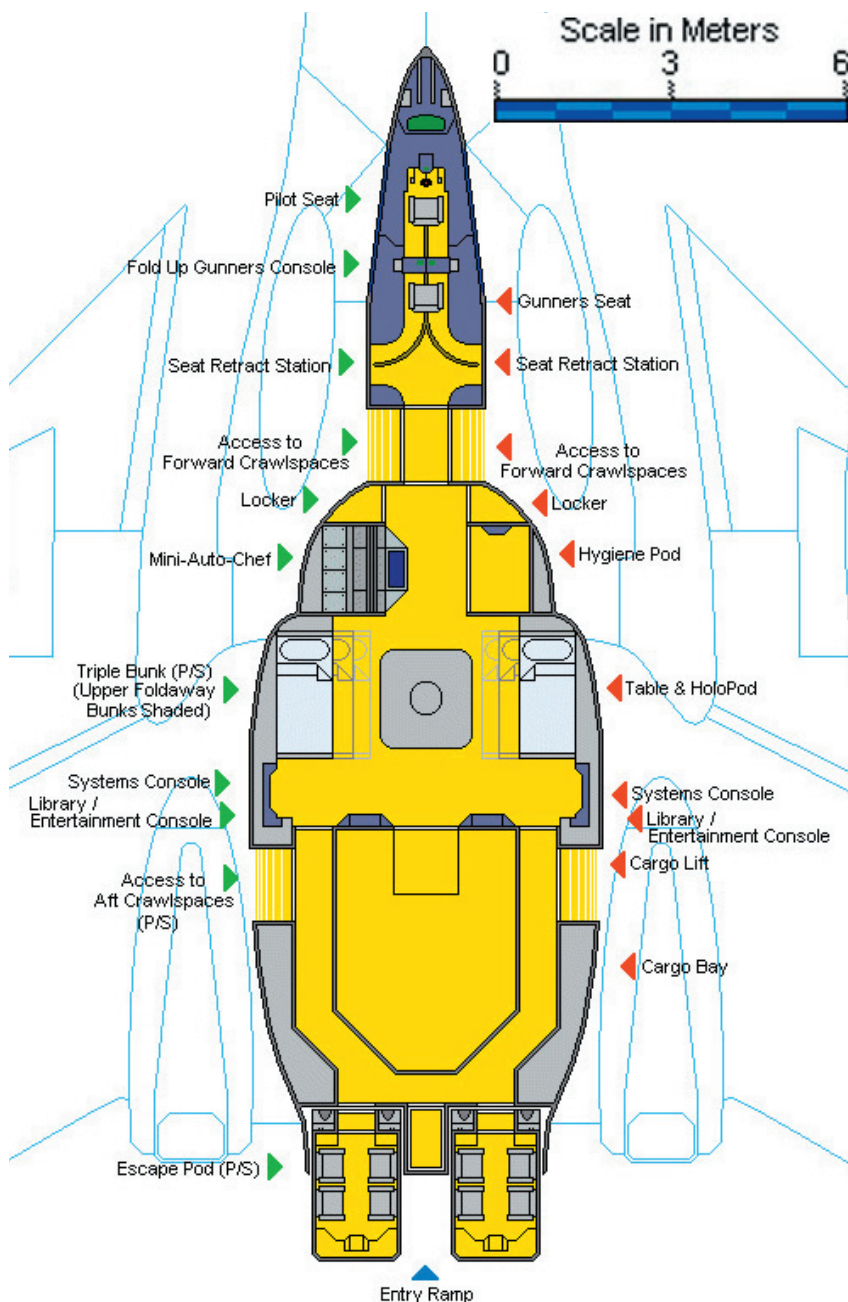
*Skill:* Missile weapons

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 8D



### 1 Proton Torpedo Launcher

*Fire Arc:* Front

*Skill:* Starship gunnery

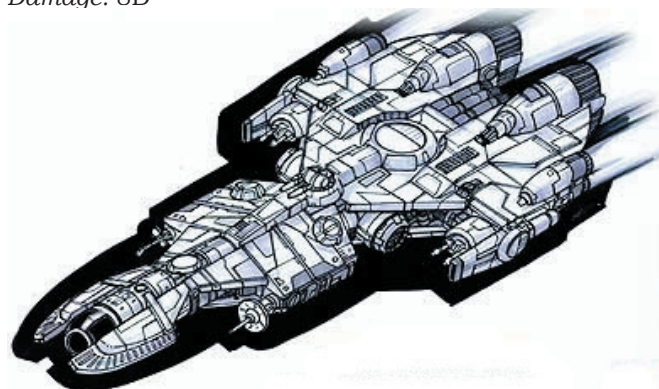
*Fire Control:* 1D

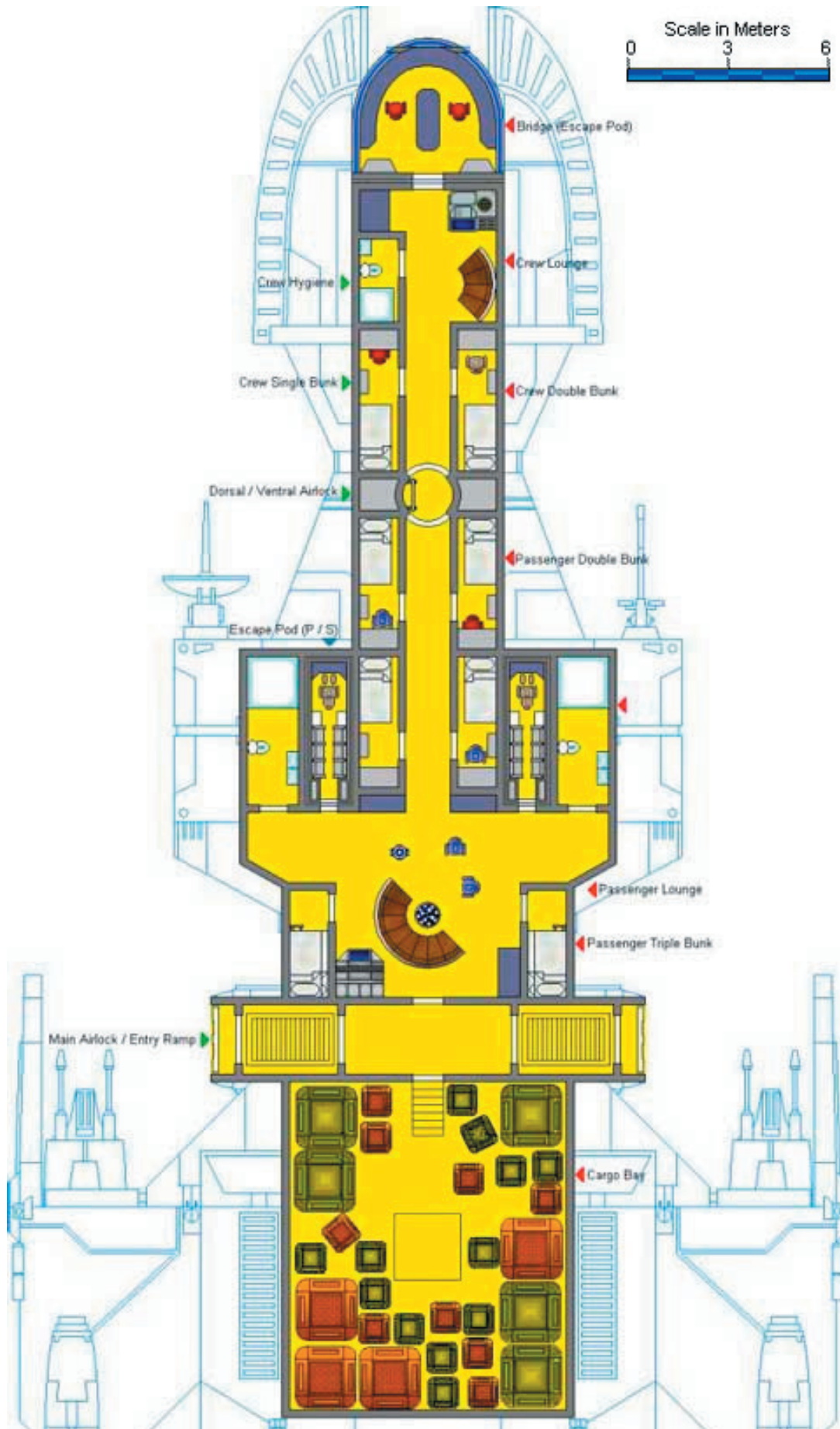
*Space Range:* 1/3/7

*Atmosphere Range:* 100/300/700 m

*Damage:* 9D

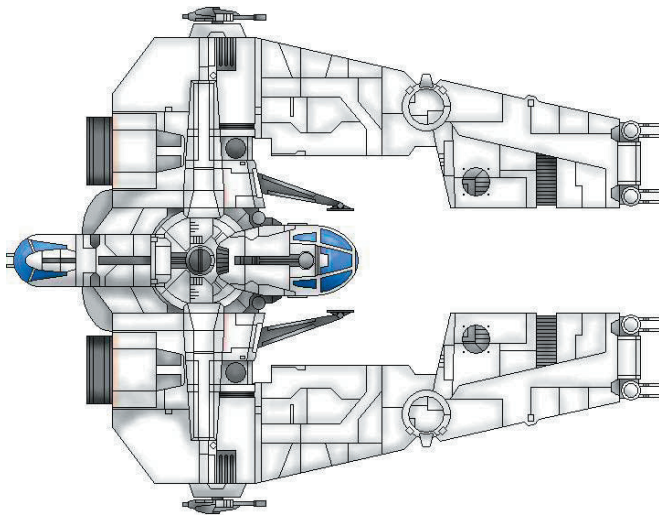
**Notes:** Sensor operators searching for an Arakyd Helix gain a +5 bonus to their sensors rolls as long as the Helix is under way using its main ion drives.



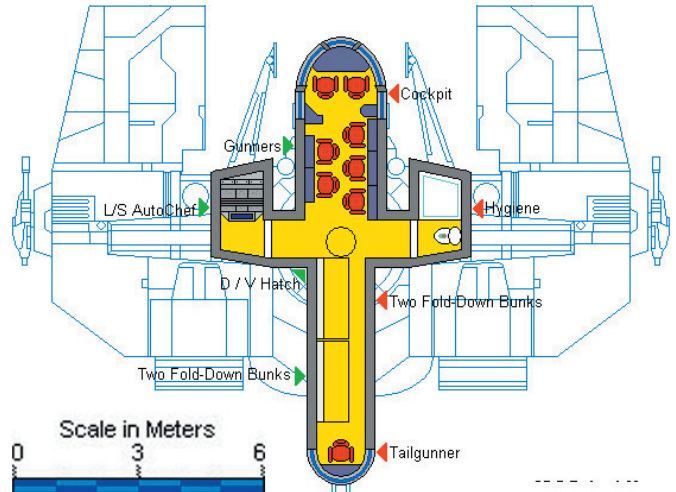




## VCX-820 Escort Freighter



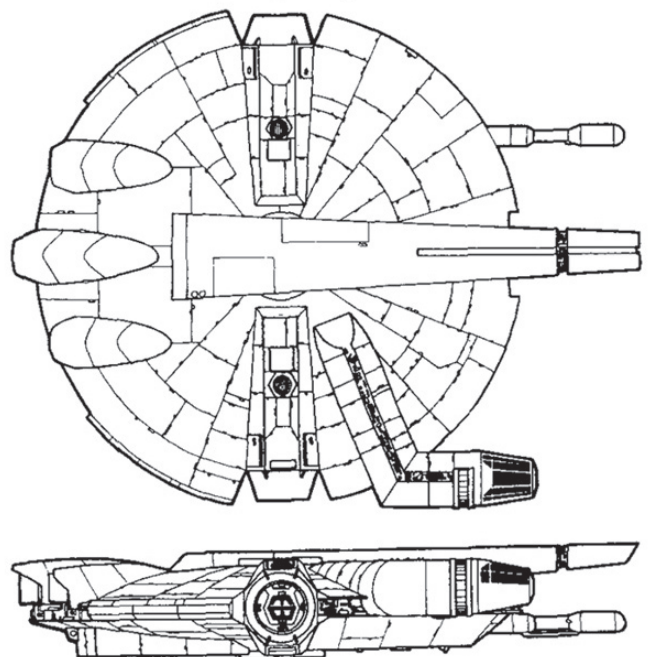
**Craft:** VCX-820 Escort Freighter  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Light Freighter  
**Scale:** Starfighter  
**Length:** 20.2 meters  
**Skill:** Space Transports: VCX-820  
**Crew:** 2, gunners: 6  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 6 months  
**Cost:** 450,000 (new), 300,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 5D  
**Shields:** 6D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 35/1D+1  
*Search:* 80/2D+1  
*Focus:* 2/3D  
**Weapons:**  
**2 Twin Heavy Laser Cannons** (fire separately)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D+1  
**8 Autoblaster** (4 groups of 2, fire separately)  
*Fire Arc:* Partial turrets (front, left, right)  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 3D+2  
**Proton Torpedo Launcher**  
*Fire Arc:* Front  
*Skill:* Projectile weapons: proton torpedoes  
*Ammo:* 16 torpedoes  
*Fire Control:* 3D  
*Space Range:* 1/3/7



*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 9D

## YT-1210 Light Freighter

**Craft:** Corellian Engineering Corporation YT-1210 Transport  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 60-61)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports: YT-1210  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 4  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 20,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x16



**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

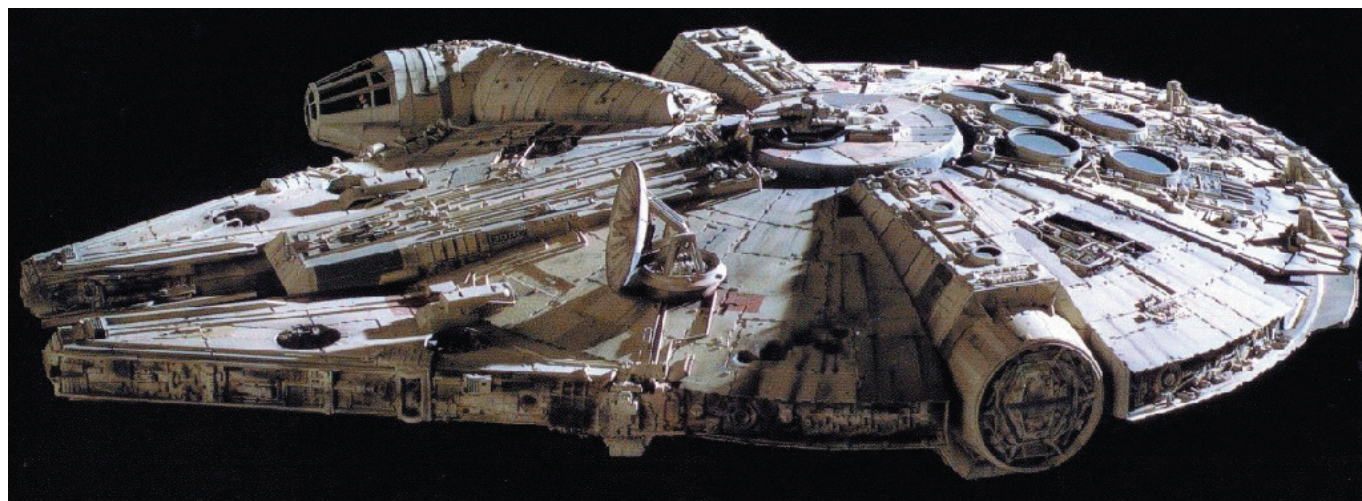
## YT-1300 Transport

**Craft:** Corellian Engineering Corp. YT-1300 Transport  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Core Rulebook (page 254), Platt's Smugglers Guide (pages 30-32), The Thrawn Trilogy Sourcebook (page 231), The Essential Guide to Vehicles and Vessels (pages 114-115)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 26.7 meters  
**Skill:** Space transports: YT-1300  
**Crew Skill:** Varies widely  
**Crew:** 1 (1 can coordinate), gunners: 1  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 100,000 (new), 25,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 480; 800 km/h  
**Hull:** 4D

**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Modified Light Freighter

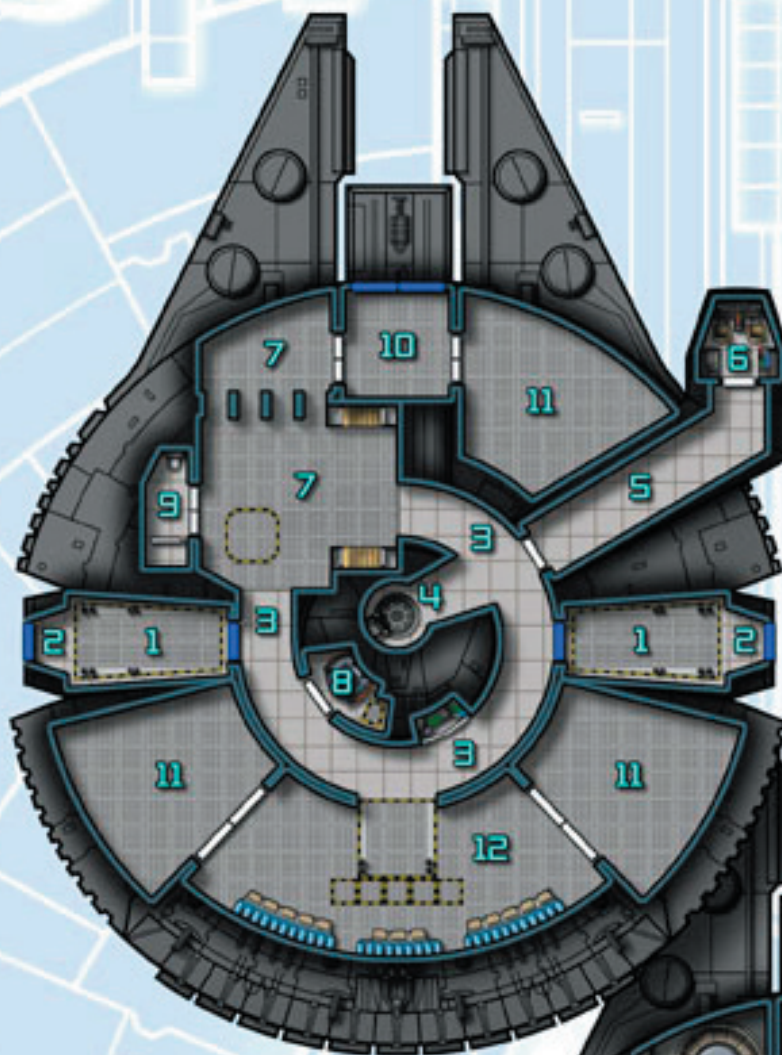
**Craft:** Modified Corellian YT-1300 Transport (with strap-on cargo pods)  
**Alignment:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Rebel Alliance Sourcebook (page 135)  
**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 26.7 meters  
**Skill:** Space transports: YT-1300  
**Crew Skill:** Varies widely  
**Crew:** 1 (1 can coordinate), gunners: 1  
**Passengers:** 4  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 2.5 months  
**Cost:** 35,000 (used, as modified)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 480; 800 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**





### YT-1300f Stock Light Transport (Freight Configuration)

1. Boarding Ramps
  2. Docking Rings
  3. Main Corridor
  4. Observation Deck Access
  5. Cockpit Access Corridor
  6. Cockpit
  7. Main Hold
  8. Circuitry Bay
  9. Refresher
  10. Freight Loading Room
  11. Cargo Holds
  12. Engineering Bay
- KEY**



### YT-1300p Stock Light Transport (Passenger Configuration)

1. Boarding Ladders
  2. Escape Pods
  3. Main Corridor
  4. Observation Deck Access
  5. Cockpit Access Corridor
  6. Cockpit
  7. Refresher
  8. Circuitry Bay
  9. Passenger Cabins
  10. Passenger Lounge
  11. Freight Loading Room
  12. Cargo Hold
  13. Engineering Bay
- KEY**



WEST



**2 Laser Cannons** (fire-linked)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

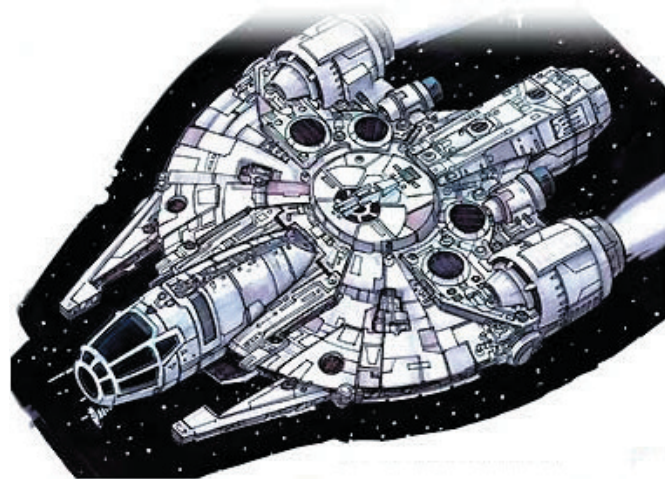
*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D

## YT-1760 Small Transport



**Craft:** Corellian Engineering YT-1760 Small Transport

**Alignment:** General

**Era:** Rise of the Empire

**Type:** Small space transport

**Scale:** Starfighter

**Length:** 20 meters

**Skill:** Space transports: YT-1760

**Crew:** 2

**Crew Skill:** Varies

**Passengers:** 8

**Cargo Capacity:** 10 metric tons

**Consumables:** 2 months

**Cost:** 80,000 (new) 20,000 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 25/0D

*Scan:* 50/1D

*Search:* 60/2D

*Focus:* 2/3D

**Weapons**

**Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/10/20

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

## YT-1930 Freighter

**Craft:** Corellian Engineering Corporation YT-1930

**Alignment:** General

**Era:** Rise of the Empire

**Source:** Starships of the Galaxy Web Enhancement

(page 3)

**Type:** Freighter

**Scale:** Starfighter

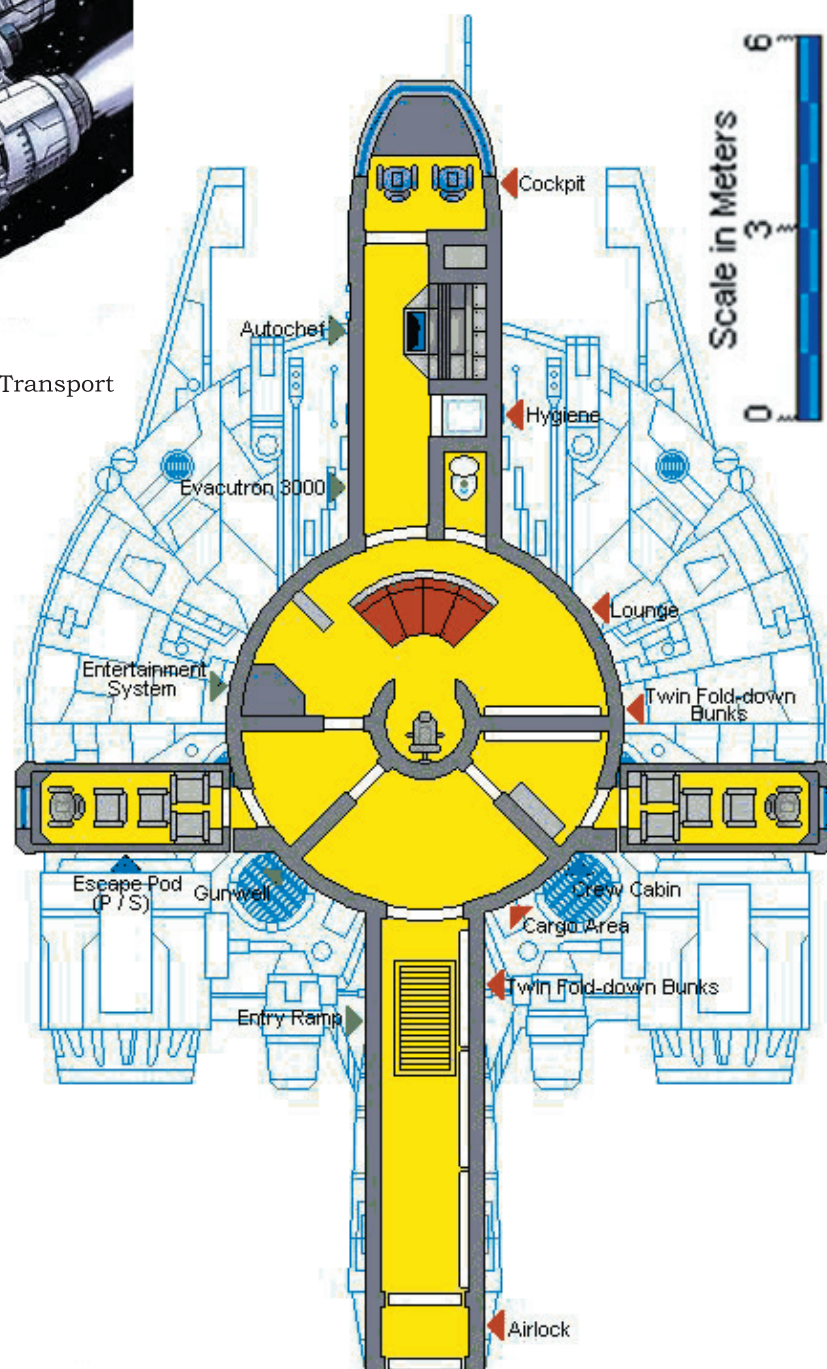
**Length:** 35 meters

**Skill:** Space transports: YT-1930

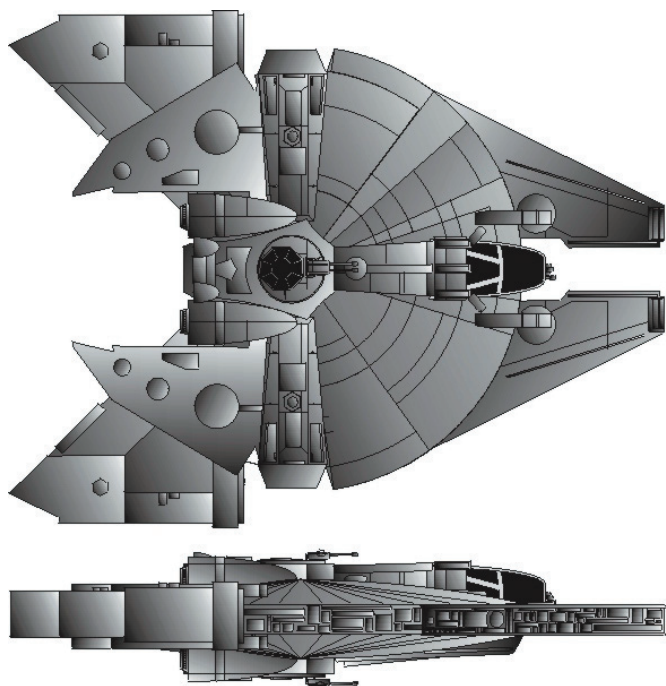
**Crew:** 2

**Crew Skill:** Varies

**Passengers:** 6



## YT-2000 Transport



**Cargo Capacity:** 200 metric tons  
**Consumables:** 4 months  
**Cost:** 135,000 (new)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

**Craft:** Corellian Engineering Corp. YT-2000 Transport  
**Alignment:** General  
**Era:** Rebellion  
**Type:** Light Freighter  
**Scale:** Starfighter  
**Length:** 29 meters  
**Skill:** Space transports: YT-2000  
**Crew:** 1 or 2 (can co-ordinate)  
**Passengers:** 6  
**Cargo Capacity:** 110 metric tons  
**Consumables:** 2 months  
**Cost:** 130,000  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 35/1D  
*Search:* 60/2D  
*Focus:* 3/3D

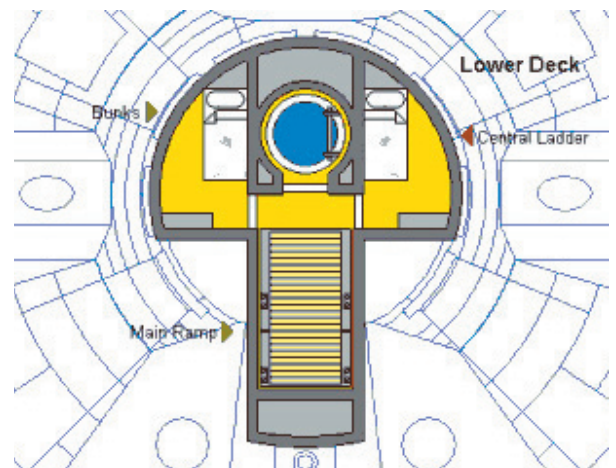
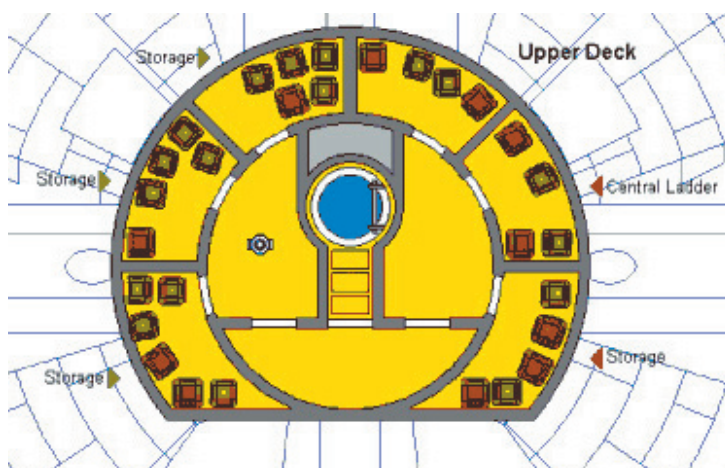
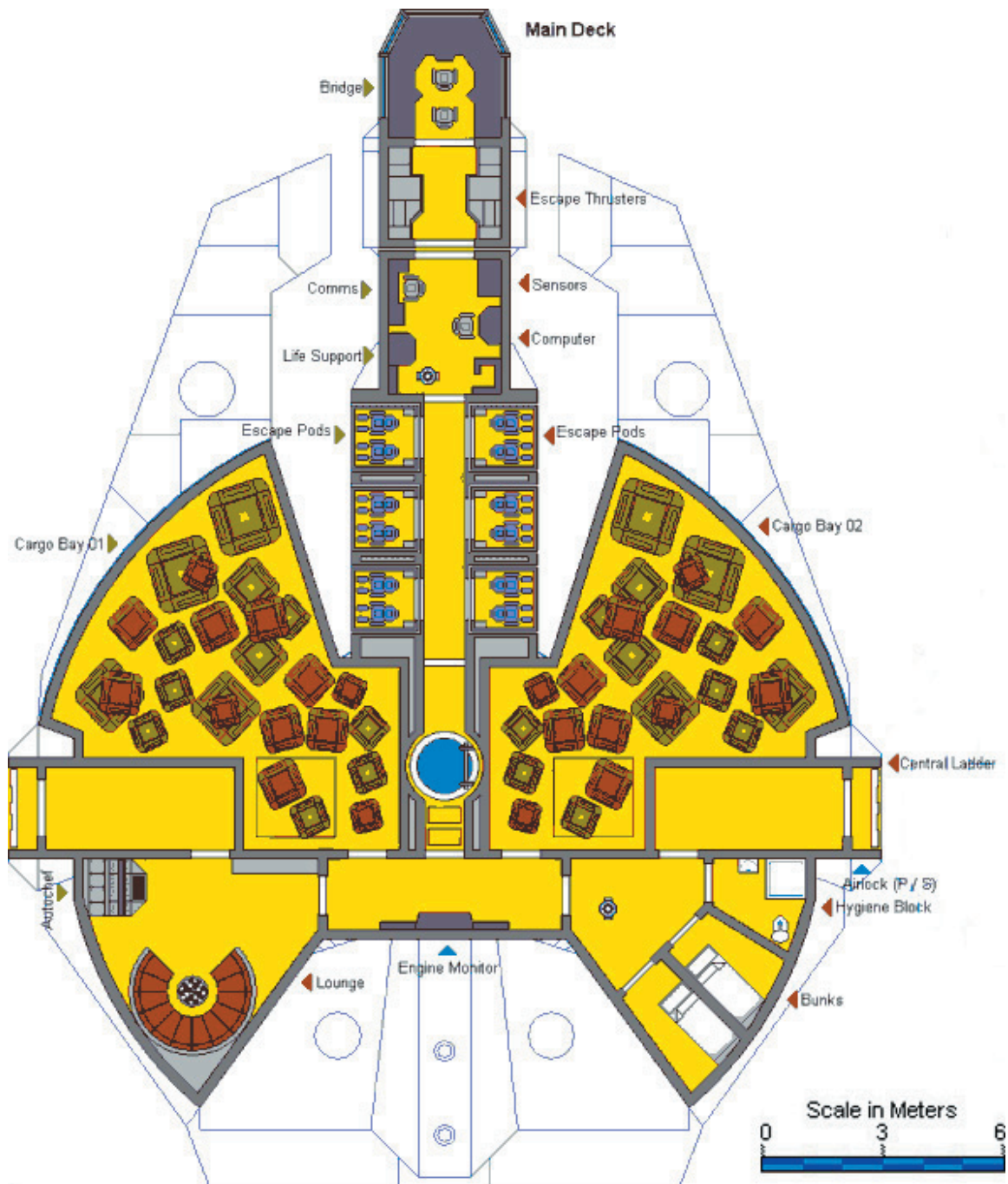
### Weapons:

#### Quad Laser Cannon

*Fire Arc:* Dorsal turret (Turret may be fixed to forward to be fired by the Pilot at only 1D *Fire Control*)  
*Crew:* 1 or pilot  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D









# YT-2400 Light Freighter

**Craft:** Corellian Engineering Corporation YT-2400 Transport

**Alignment:** General

**Era:** Rebellion

**Source:** Pirates & Privateers (page 61), Starships of the Galaxy (page 88), The Essential Guide to Vehicles and Vessels (pages 32-33)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 21 meters

**Skill:** Space transports: YT-2400

**Crew:** 2, skeleton: 1/+10

**Crew Skill:** Varies widely

**Passengers:** 4

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Cost:** 125,000 (new), 45,000 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 25/1D

*Scan:* 50/2D

*Search:* 75/2D+2

*Focus:* 3/3D

## Weapons:

**Heavy Double Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

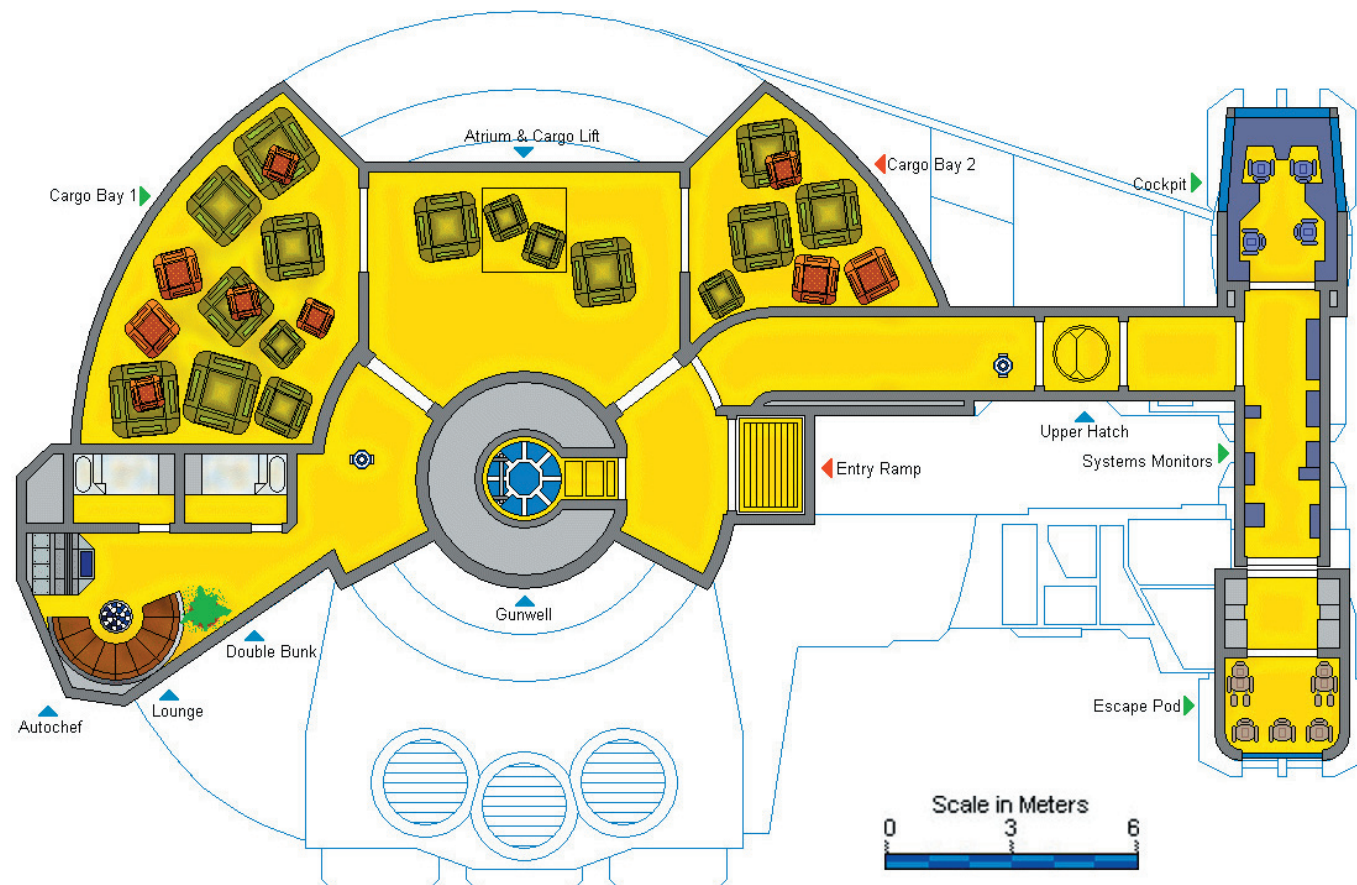
*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D



## Crescent Transport



**Craft:** Hyrotil *Crescent*-class Transport

**Alignment:** General

**Era:** Rebellion

**Source:** *Pirates & Privateers* (pages 64-65)

**Type:** Stock light freighter

**Scale:** Starfighter

**Length:** 30 meters

**Skill:** Space transports: Crescent transport

**Crew:** 2

**Crew Skill:** Varies widely

**Cargo Capacity:** 80 metric tons

**Consumables:** 2 months

**Cost:** 25,000 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D

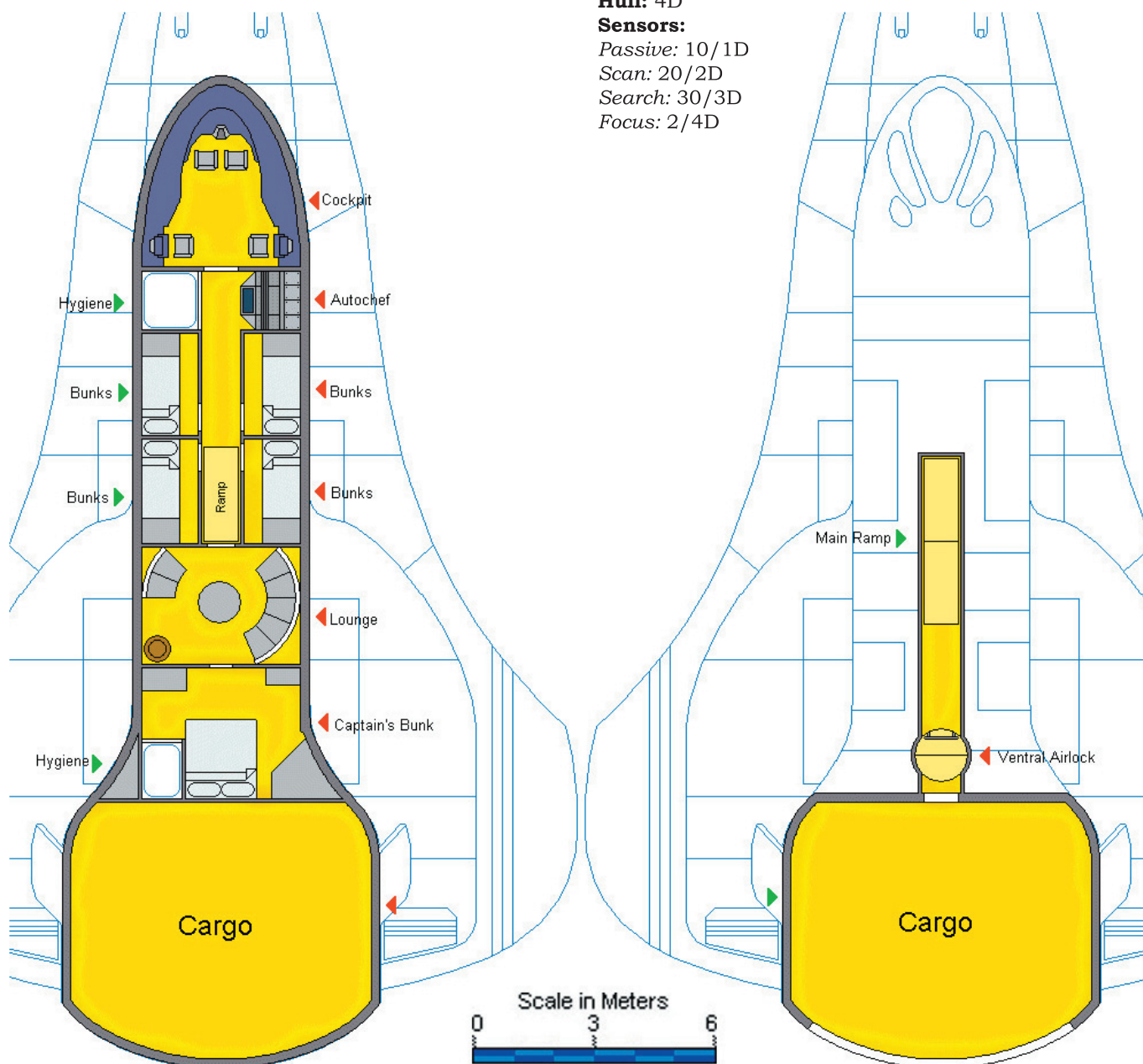
**Sensors:**

*Passive:* 10/1D

*Scan:* 20/2D

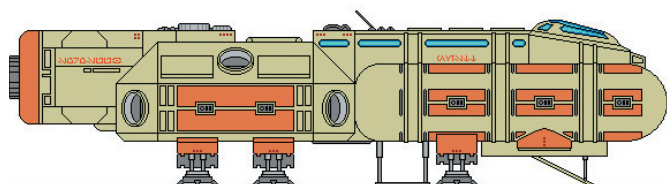
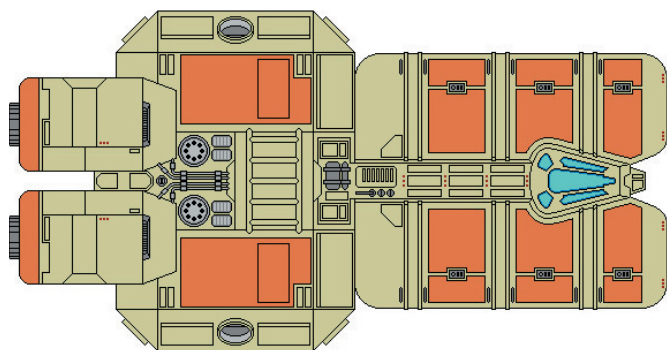
*Search:* 30/3D

*Focus:* 2/4D





## Nesst Light Freighter



**Craft:** SoroSuub Nesst-class Light Freighter

**Alignment:** General

**Era:** Rebellion

**Source:** Pirates & Privateers (page 63)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 29 meters

**Skill:** Space transports: Nesst freighter

**Crew:** 1(optional co-pilot)

**Crew Skill:** Varies widely

**Passengers:** 4

**Cargo Capacity:** 150 metric tons

**Consumables:** 1 month

**Cost:** 30,000

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x9

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 3D+2

**Shields:** 1D+1

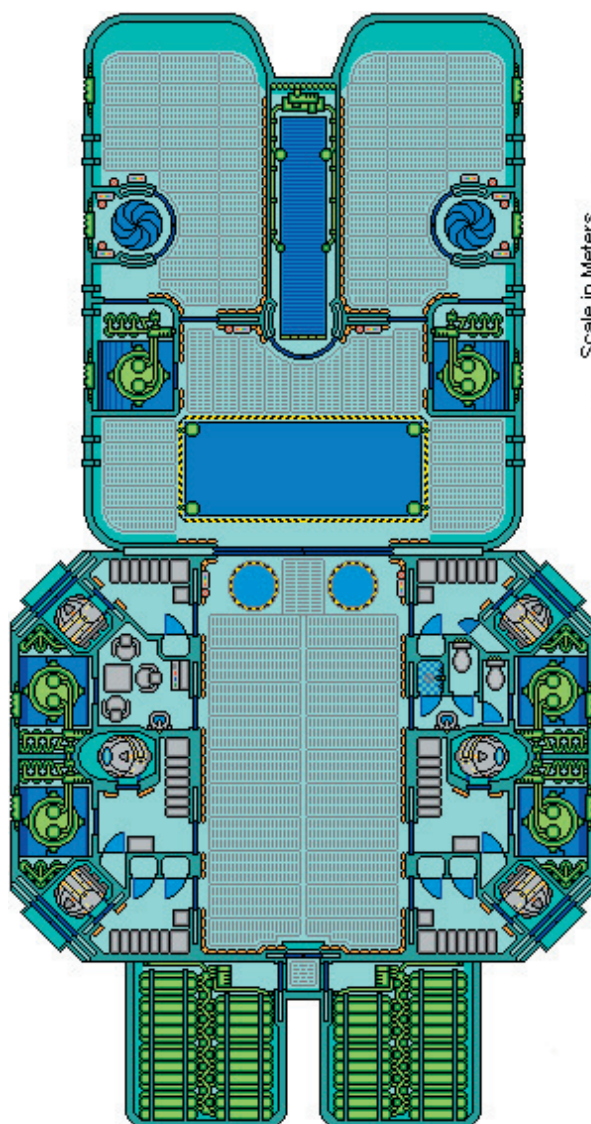
**Sensors:**

*Passive:* 15/1D

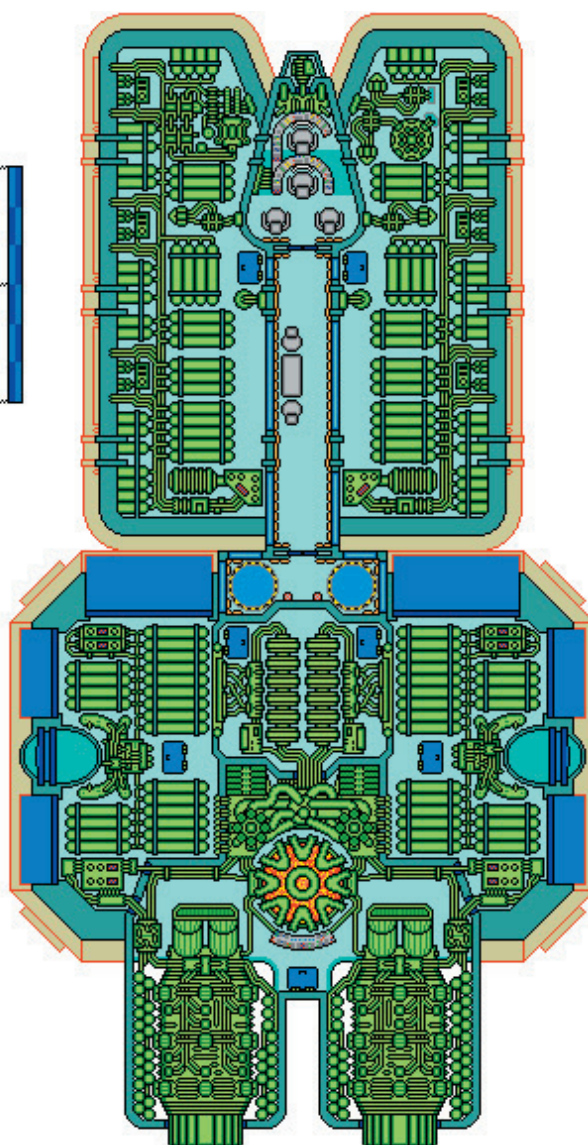
*Scan:* 25/2D

*Search:* 50/2D+2

*Focus:* 4/4D



Scale in Meters  
0 3 6





## Zuraco Cargo Hauler



**Craft:** Zuraco Cargo Hauler  
**Alignment:** General  
**Era:** Rebellion  
**Source:** Pirates & Privateers (page 66)  
**Type:** Stock medium freighter  
**Scale:** Starfighter  
**Length:** 87.3 meters  
**Skill:** Space transports: Zuraco hauler  
**Crew:** 4  
**Crew Skill:** Varies widely  
**Passengers:** 6  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 2 months  
**Cost:** 55,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 4/4D

## A-Z-Z-3 Light Freighter

**Craft:** Mon Calamari A-Z-Z-3 Light Freighter  
**Alignment:** General  
**Era:** Rebellion  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 24 meters  
**Skill:** Space transports: A-Z-Z-3 freighter  
**Crew:** 1 to 2 (co-pilot optional), gunners: 1  
**Crew Skill:** Varies widely  
**Passengers:** 8  
**Cargo Capacity:** 110 metric tons  
**Consumables:** 2 months  
**Cost:** 80,000 credits



**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 3D  
**Shields:** 2D, backup: 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 20/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Maccrow Freighter

**Craft:** Corellian Engineering Maccrow Freighter  
**Alignment:** General  
**Era:** Rebellion  
**Type:** Light Freighter  
**Scale:** Starfighter  
**Length:** 23.5 m  
**Skill:** Space transports: Maccrow  
**Crew:** 1  
**Passengers:** 2  
**Cargo Capacity:** 30 metric tons  
**Cost:** 140,000 (new), 65,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7



**Atmosphere:** 360; 1,000 km/h

**Hull:** 4D

**Shields:** 1D+1

**Sensors:**

*Passive:* 25/1D

*Scan:* 50/2D

*Search:* 75/2D+2

*Focus:* 3/3D

**Weapons:**

**Double Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1

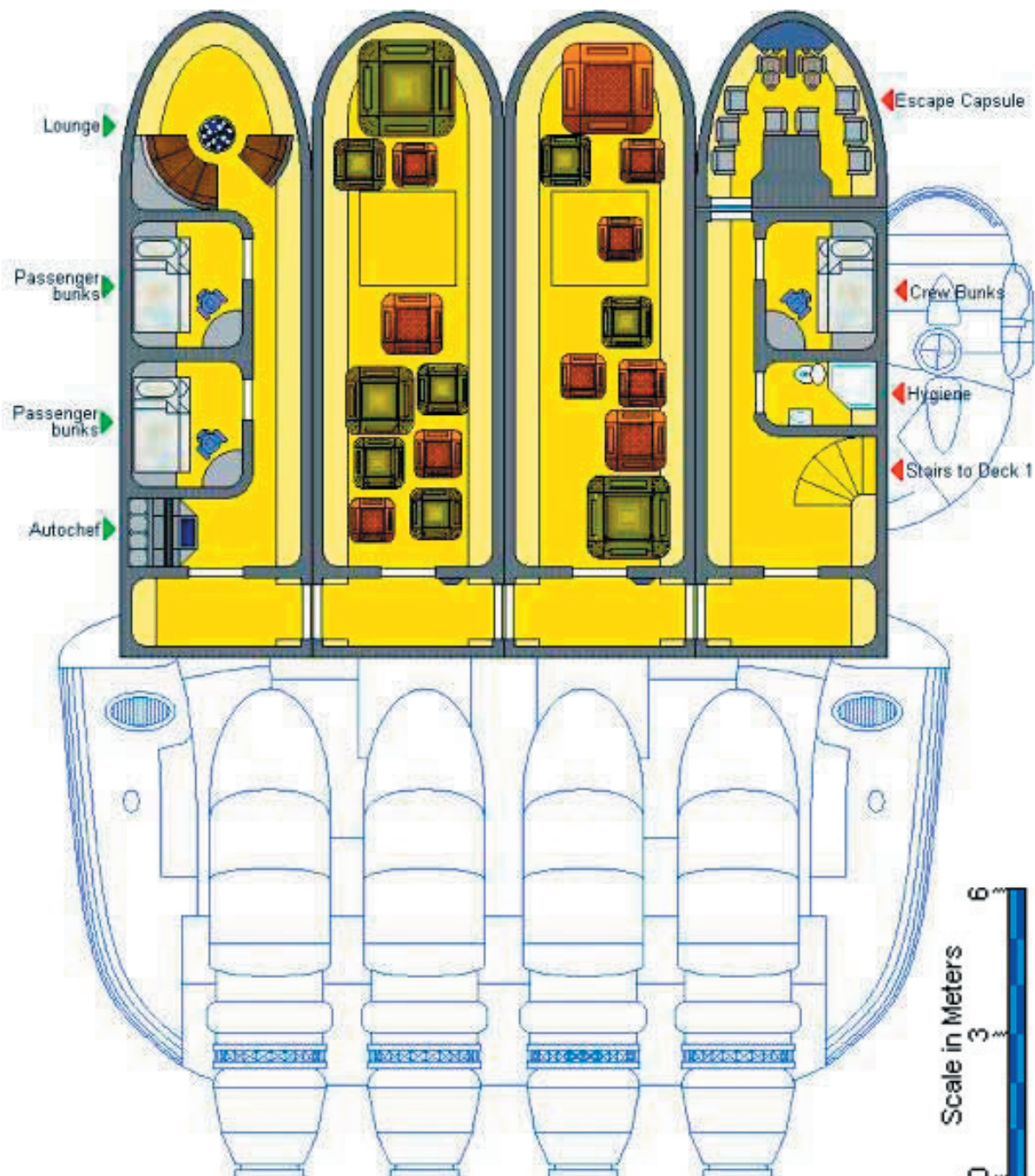
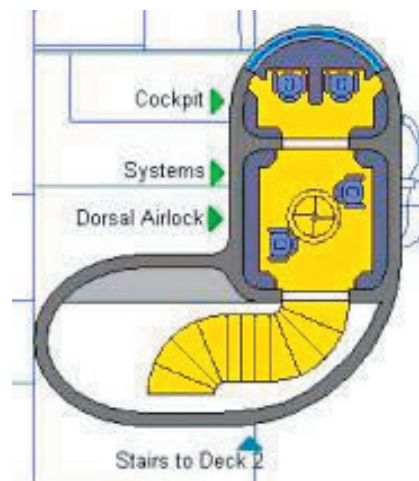
*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D



A-Z-Z-3 Light Freighter



## Simiyar Light Freighter



**Craft:** Mon Calamari Shipyards *Simiyar-class* Light Freighter

**Alignment:** General / Rebel Alliance

**Era:** Rebellion

**Type:** Light Freighter

**Scale:** Starfighter

**Length:** 26.3 meters

**Skill:** Space transports: Simiyar

**Crew:** 1, gunners: 2

**Passengers:** 8

**Cargo Capacity:** 150 metric tons

**Consumables:** 2 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 3D

**Shields:** 2D

**Sensors:**

*Passive:* 10/1D

*Scan:* 20/1D+1

*Search:* 30/1D+2

*Focus:* 2/2D+2

**Weapons:**

**Dual Laser Cannons** (fire-linked)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/6/10

*Atmosphere Range:* 100-300/600/1 km

*Damage:* 5D

**Ion Cannon**

*Fire Arc:* front/left/right

*Crew:* 1 (can be controlled from cockpit with 0D fire control)

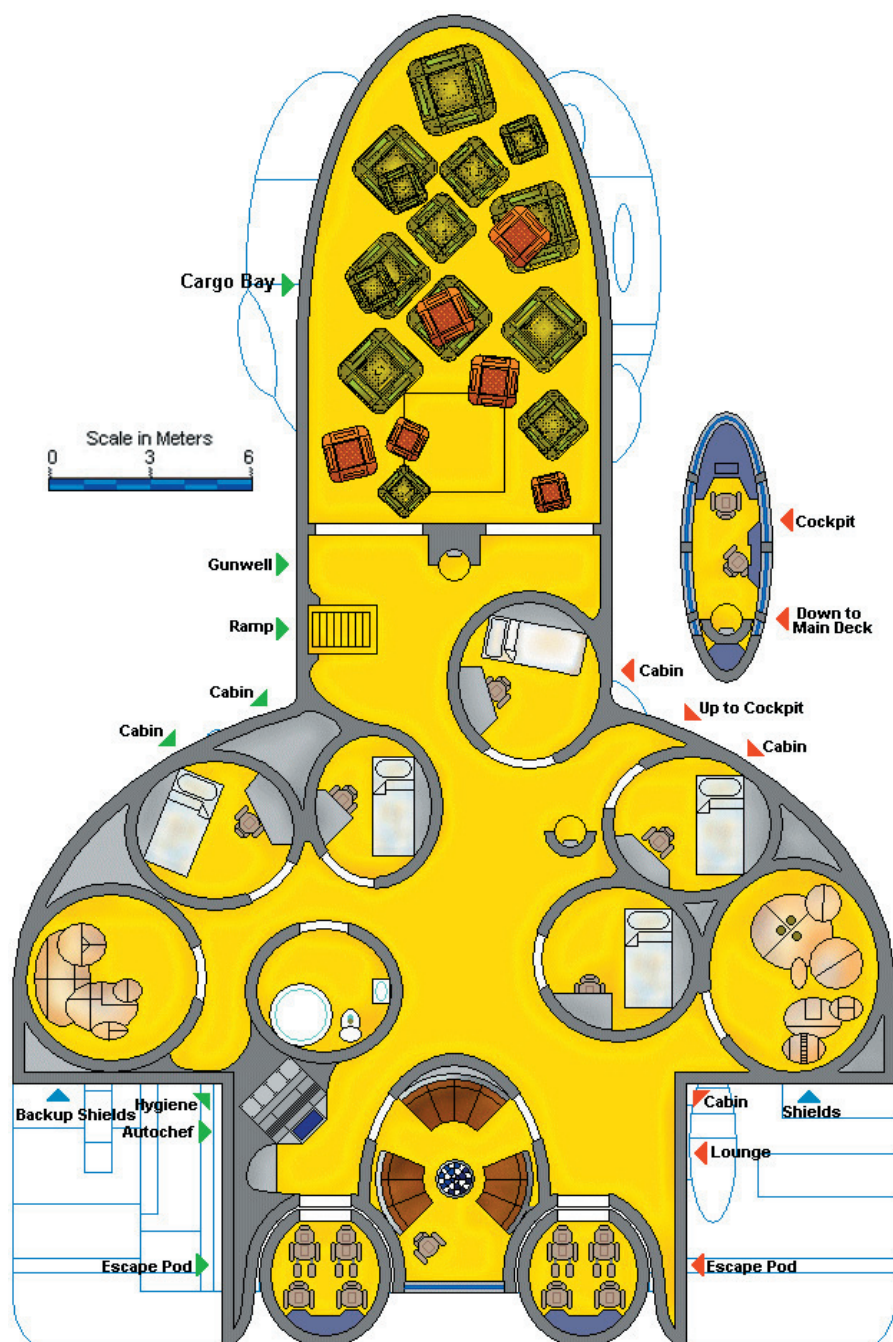
*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D





## MC-18 Light Freighter



**Craft:** Mon Calamari MC-18 Light Freighter  
**Alignment:** General / Rebel Alliance  
**Era:** Rebellion  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 23.6 meters  
**Skill:** Space transports: MC-18  
**Crew:** 1 or 2  
**Crew Skill:** Varies widely  
**Passengers:** 5  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 2 months  
**Cost:** 110,000 credits (new)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 4D  
**Shields:** 2D, backup: 4D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 45/3D  
*Focus:* 3/4D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1 (co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 4D

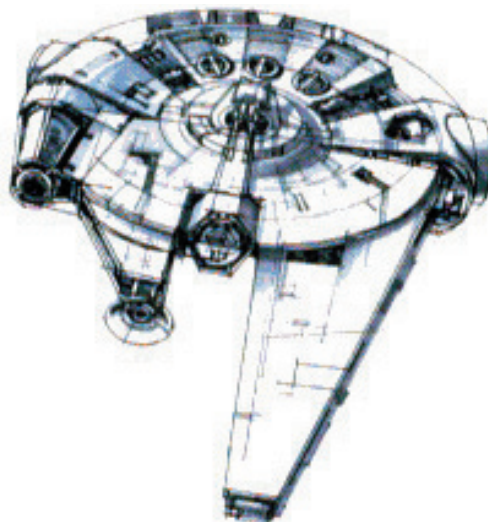
## ZH-25 Questor

**Craft:** Starfeld Industries ZH-25 Questor  
**Alignment:** General  
**Era:** Rebellion  
**Source:** Pirates & Privateers (page 64)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 22.4 meters  
**Skill:** Space transports: ZH-25 Questor



**Crew:** 1  
**Passengers:** 6  
**Cargo Capacity:** 85 metric tons  
**Consumables:** 3 months  
**Cost:** 136,000 (new), 89,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## YV-545 Transport



**Craft:** Corellian Engineering Corporation YV-545 Transport

**Alignment:** General

**Era:** Rebellion

**Source:** Rebellion Era Sourcebook (pages 14-15)

**Type:** Space transport

**Scale:** Starfighter

**Length:** 32 meters

**Skill:** Space transports: YV-545

**Crew:** 2

**Crew Skill:** Varies

**Passengers:** 8

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Cost:** 45,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 8

**Atmosphere:** 360; 1,000 km/h

**Hull:** 5D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Heavy Ion Cannons** (fire-linked)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 5D

## YV-330 Transport

**Craft:** Corellian Engineering Corporation YV-330 Transport

**Alignment:** General / CorSec

**Era:** Rebellion

**Type:** Space transport

**Scale:** Starfighter

**Length:** 26 meters

**Skill:** Space transports: YV-330

**Crew:** 2, gunners: 2, skeleton: 1/+5

**Crew Skill:** Varies

**Passengers:** 6

**Cargo Capacity:** 20 metric tons

**Consumables:** 2 months

**Cost:** 100,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Heavy Laser Cannons** (fire-linked)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**4 Light Ion Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 3D

**Auto Blaster**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 4D+1

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D

## YT-2550 Medium Freighter



**Craft:** Corellian Engineering Corporation YT-2550 Transport

**Alignment:** General

**Era:** New Republic

**Type:** Medium Transport

**Scale:** Starfighter

**Length:** 65.9 meters

**Skill:** Space transports: YT-2550

**Crew:** 4, gunners: 2, skeleton: 2/+5

**Crew Skill:** Varies widely

**Passengers:** 10

**Cargo Capacity:** 1,200 metric tons

**Consumables:** 4 months

**Cost:** 220,000 credits (new), 100,000 credits (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere:* 100-300/1.2/2.5 km

*Damage:* 4D

## YT-4000 Transport

**Craft:** Correllian YT-4000 Transport

**Alignment:** General

**Era:** New Republic

**Type:** Stock light freighter

**Scale:** Starfighter

**Length:** 30.3 meters

**Skill:** Space transports

**Crew:** 1 to 2 (can coordinate)

**Passengers:** 6

**Cargo Capacity:** 125 metric tons

**Cost:** 225,000

**Consumables:** 2 months

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x2

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

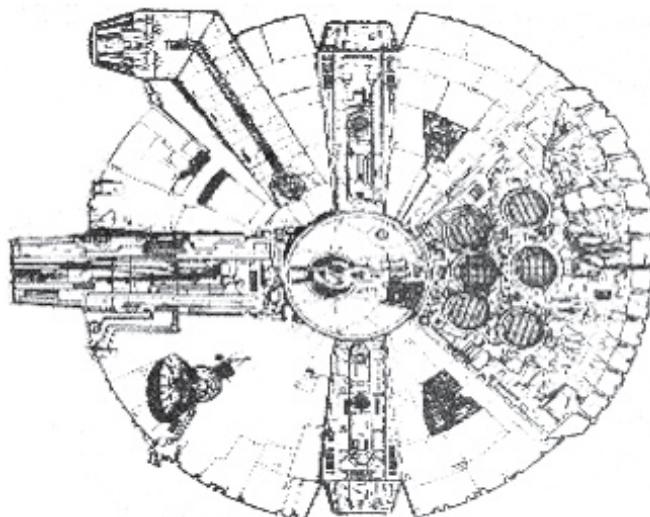
**Atmosphere:** 295; 850 km/h

**Hull:** 4D+1

**Shields:** 1D

**Weapons:**

**2 Quad Laser Cannons**



*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D+1

*Space Range:* 1-2/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**Ion Cannon**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 4D

**Concussion Missile Tube**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Ammo:* 6 missiles

*Fire Control:* 2D

*Space Range:* 1-2/8/15

*Atmosphere Range:* 100-200/800/1.5 km

*Damage:* 8D



## Bulk Freighters

### Superlift Ore Hauler



**Craft:** Corellian Engineering Superlift Ore Hauler  
**Alignment:** General  
**Era:** Old Republic

**Source:** Pirates & Privateers (pages 69-70)  
**Type:** Medium ore hauler  
**Scale:** Capital  
**Length:** 155 meters  
**Skill:** Space transports: Superlift hauler  
**Crew:** 10, skeleton: 5/+5  
**Crew Skill:** Varies widely  
**Passengers:** 5  
**Cargo Capacity:** 90,000 metric tons  
**Consumables:** 3 months  
**Cost:** 1.5 million (new), 500,000 (used)  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x20  
**Nav Computer:** Limited to 4 jumps  
**Space:** 2  
**Atmosphere:** 225; 650 km/h  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/1D+2  
*Focus:* 1/2D

### Rin Assid Bulk Hauler



**Craft:** EoBaam Shipping Lines Rin Assid Bulk Hauler  
**Alignment:** General  
**Era:** Old Republic  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 96-97), Pirates & Privateers (page 69)  
**Type:** Bulk cargo hauler  
**Scale:** Capital  
**Length:** 350 meters  
**Skill:** Space transports: Rid Assid bulk hauler  
**Crew:** 15; skeleton 6/+10  
**Crew Skill:** Astrogation 3D, capital ship shields 3D, space transports 3D+1  
**Passengers:** 10  
**Cargo Capacity:** 100,000 metric tons

**Consumables:** 3 months  
**Cost:** 775,000  
**Hyperdrive Multiplier:** x5  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes (limited to 4 jumps)  
**Maneuverability:** 0D  
**Space:** 1  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 5/+1  
*Scan:* 15/1D  
*Search:* 25/1D+1  
*Focus:* 1/2D

### Mark I Bulk Transport



**Craft:** Sienar Ships Mark I Bulk Transport  
**Alignment:** General  
**Era:** Old Republic  
**Source:** Pirates & Privateers (pages 66-67)  
**Type:** Bulk transport  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Mark I bulk transport  
**Crew:** 4  
**Crew Skill:** Varies widely  
**Passengers:** 5  
**Cargo Capacity:** 60,000 metric tons  
**Consumables:** 5 months  
**Cost:** 500,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 260; 750 km/h  
**Hull:** 5D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 50/1D  
*Search:* 80/2D  
*Focus:* 4/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/5/10  
*Atmosphere Range:* 100-300/500/1 km  
*Damage:* 2D

## Banshee Heavy Transport



**Craft:** Hoersch-Kessel Drive Inc. *Banshee*-Class Heavy Cargo Transport  
**Alignment:** General  
**Era:** Old Republic  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 49.2 meters  
**Skill:** Space transports: HKD heavy transport  
**Crew:** 2, gunners: 3, skeleton 1/+15  
**Crew Skill:** Space transports 3D, starship gunnery 3D+1, starship shields 3D  
**Passengers:** 10  
**Cargo Capacity:** 350 metric tons  
**Consumables:** 4 months  
**Cost:** 200,000 (new), 85,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Maneuverability:** 1D  
**Hull:** 6D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 30/1D+2  
*Search:* 60/2D+2  
*Focus:* 3/3D+2  
**Weapons:**  
**2 Light Turbolasers** (fire-linked)  
*Fire Arc:* Front  
*Crew:* 1 (copilot)  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Quad Lasers**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Tractor Beam Projector**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery

*Fire Control:* 2D+2  
*Space Range:* 1-3/12/20  
*Atmosphere Range:* 30-100/300/500 km  
*Damage:* 4D

## Action IV Bulk Freighter

**Craft:** Corellian Action IV Transport  
**Alignment:** General  
**Era:** Old Republic  
**Source:** Pirates & Privateers (page 68), Starships of the Galaxy (page 77)  
**Type:** Medium bulk freighter  
**Scale:** Capital  
**Length:** 100 meters  
**Skill:** Space transports: Action IV transport  
**Crew:** 8  
**Cargo Capacity:** 75,000 metric tons  
**Consumables:** 3 months  
**Cost:** 945,000 (new), 345,000 (used)  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** No (droid or starport computations)  
**Space:** 2  
**Hull:** 2D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 20/1D  
*Search:* 30/1D+2

## Imperial Patrol Ship

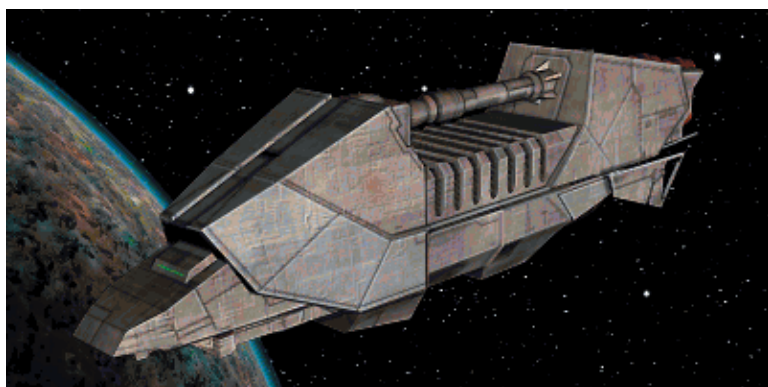
**Craft:** Modified Corellian Action IV Transport  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Type:** Modified medium bulk freighter  
**Scale:** Capital  
**Length:** 100 meters  
**Skill:** Space transports  
**Crew:** 8, gunners: 2  
**Crew Skill:** Astrogation 4D, space transports 4D+2, starship gunnery 4D  
**Passengers:** 4  
**Cargo Capacity:** 74,000 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Yes  
**Space:** 2  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 20/1D+2  
*Search:* 30/2D  
**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 2D

## Action V Bulk Freighter

**Craft:** Corellian Action V Transport  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 68-69), The Thrawn Trilogy Sourcebook (pages 231-232)  
**Type:** Medium bulk freighter  
**Scale:** Capital  
**Length:** 115 meters  
**Skill:** Space transports: Action V transport  
**Crew:** 10  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 80,500 metric tons  
**Consumables:** 3 months  
**Cost:** 965,000 (new), 435,000 (used)  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** No (uses droid or starport computations)  
**Space:** 2  
**Atmosphere:** 225; 650 km/h  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/1D  
*Focus:* 1/1D

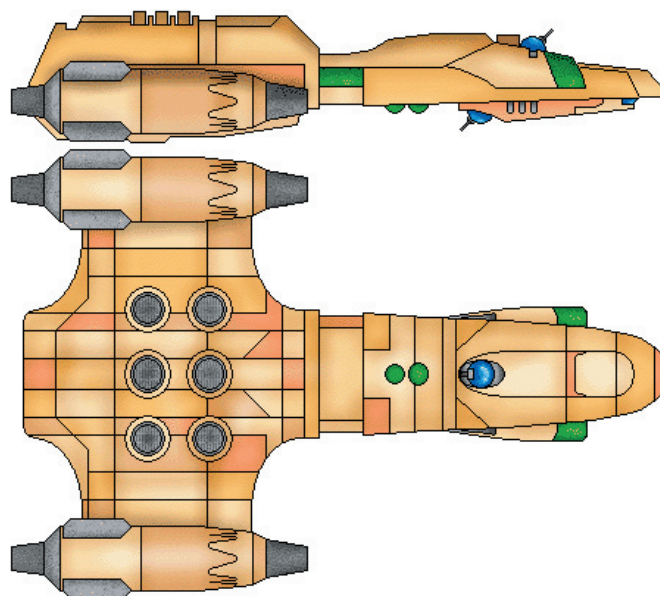
## Action VI Bulk Freighter

**Craft:** Corellian Action VI Transport  
**Alignment:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** Rebel Alliance Sourcebook (pages 136-137), Pirates & Privateers (page 69), The Essential Guide to Vehicles and Vessels (pages 190-191)  
**Type:** Medium bulk freighter  
**Scale:** Capital  
**Length:** 125 meters  
**Skill:** Space transports: Action VI transport  
**Crew:** 10, skeleton: 6/+10  
**Crew Skill:** Astrogation 3D, capital ship shields 2D+2, space transports 3D  
**Cargo Capacity:** 90,000 metric tons  
**Consumables:** 3 months  
**Cost:** 1,000,000 (new), 500,000 (used)  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** No (uses droid or starport computations)



**Space:** 2  
**Atmosphere:** 225; 650 km/h  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/1D+1  
*Focus:* 1/2D

## Loronar Medium Transport

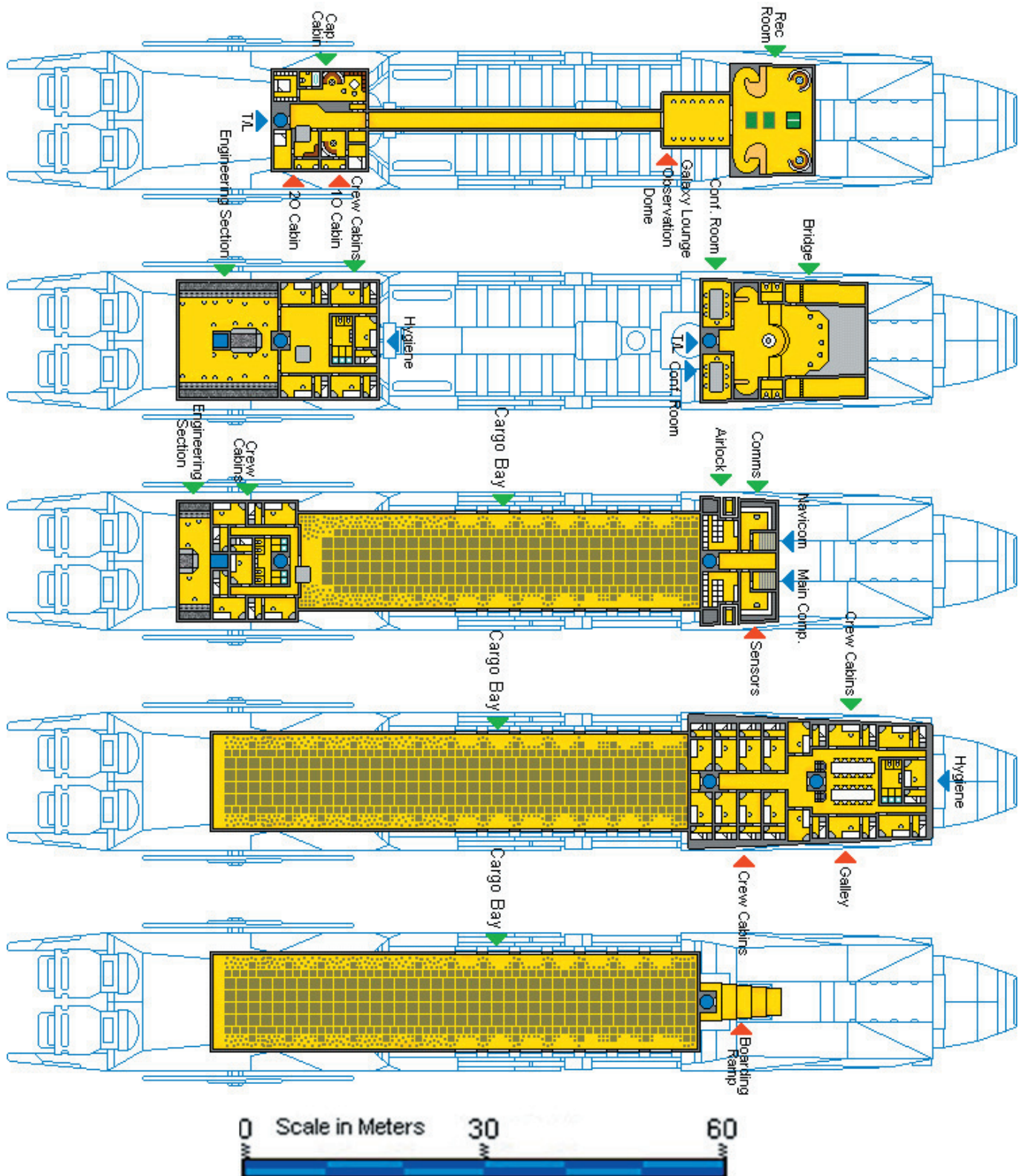


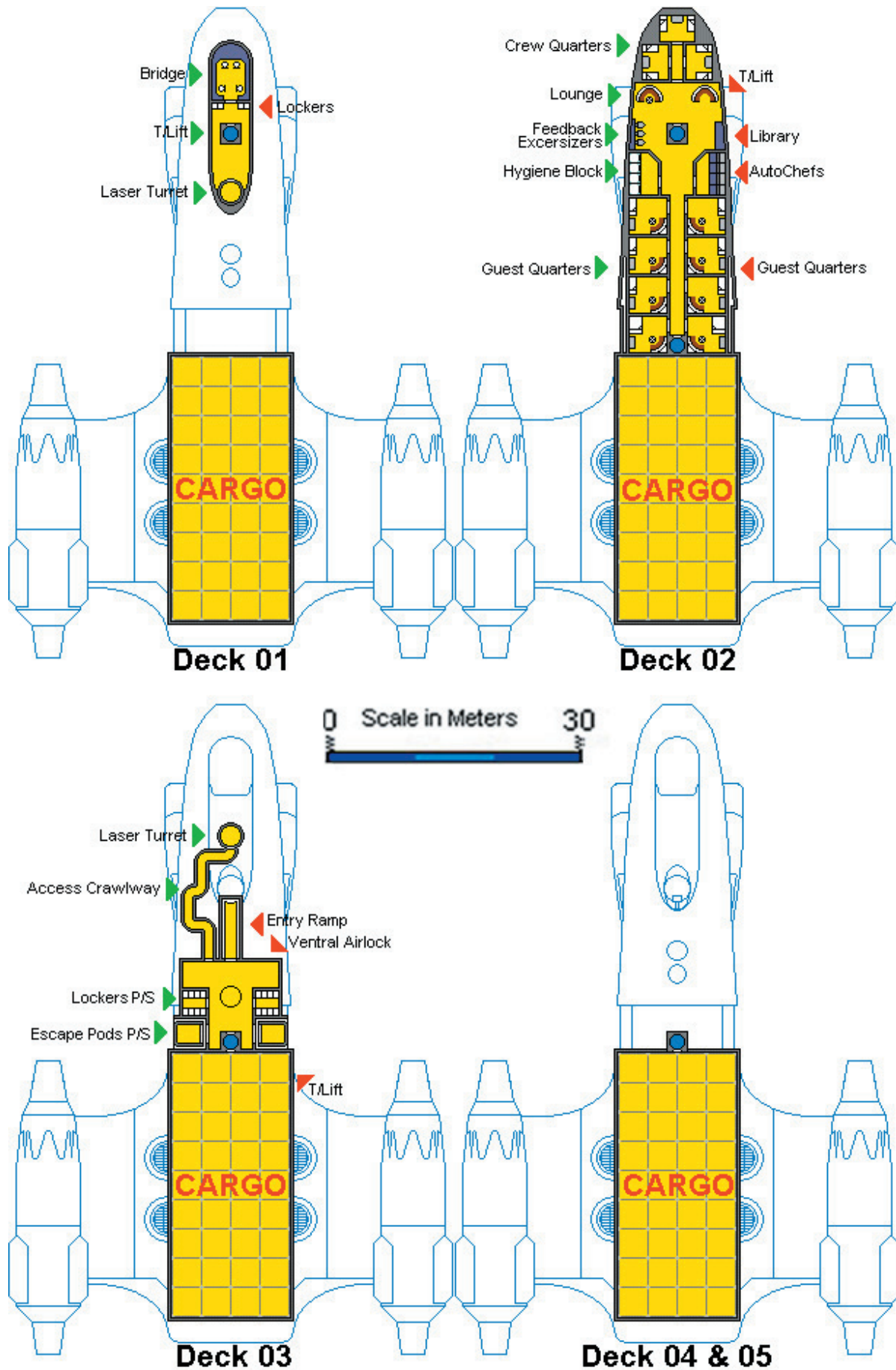
**Craft:** Loronar Corporation Medium Transport  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Medium transport  
**Scale:** Capital  
**Length:** 75 meters  
**Skill:** Space transports: Loronar Medium Transport  
**Crew:** 4, skeleton 2/+10  
**Crew Skill:** Astrogation 3D, capital ship piloting 3D+2, capital ship shields 2D+2, space transports 4D  
**Passengers:** 10  
**Cargo Capacity:** 17,000 metric tons  
**Consumables:** 3 months  
**Cost:** 320,000 credits (new), 110,000 credits (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes

**Space:** 2  
**Atmosphere:** 225; 650 km/h  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 35/2D  
*Focus:* 2/3D

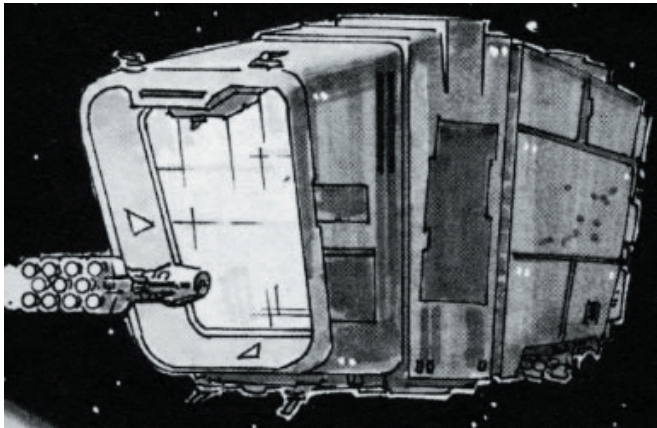


## Action VI Bulk Freighter





## Container Ship



**Craft:** Kuat Drive Yards Super Transport XI  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 70)  
**Type:** Large container ship  
**Scale:** Capital  
**Length:** 840 meters  
**Skill:** Space transports: Super Transport XI  
**Crew:** 100, skeleton: 50/+10  
**Cargo Capacity:** 25,000,000 metric tons  
**Consumables:** 500 days  
**Cost:** 35,000,000 (new), 17,000,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Space:** 2  
**Hull:** 3D+2  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 40/2D  
*Search:* 50/2D+2  
*Focus:* 4/3D

## Brayl Bulk Freighter

**Craft:** SoroSuub *Brayl*-class Bulk Freighter  
**Alignment:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Type:** Bulk cargo hauler  
**Scale:** Capital  
**Length:** 100 meters  
**Skill:** Capital ship piloting: *Brayl*-class freighter  
**Crew:** 8



**Crew Skill:** Astrogation 3D, capital ship shields 2D+2, space transports 4D  
**Cargo Capacity:** 75,000 metric tons  
**Consumables:** 3 months  
**Cost:** 1 million credits (new), 420,000 credits (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 1  
**Atmosphere:** 210; 600 km/h  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/1D+2  
*Focus:* 2/2D

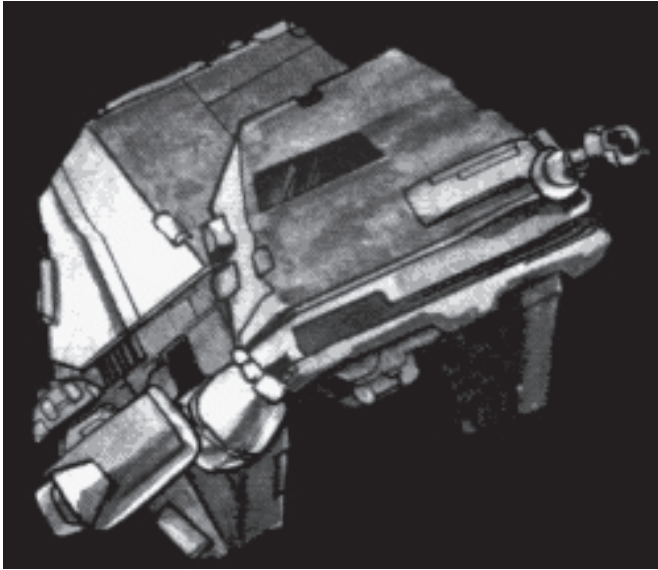
## Barge Driver

**Craft:** Corellian Engineering BD-27 Transport  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Medium freighter  
**Scale:** Starfighter  
**Length:** 110 meters  
**Skill:** Space transports: BD-27 Transport  
**Crew:** 2, skeleton: 1/+10  
**Crew Skill:** Astrogation 3D, capital ship shields 3D, space transports 3D+2  
**Cargo Capacity:** 75,000 metric tons  
**Consumables:** 3 months  
**Cost:** 800,000(new), 350,000(used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 2  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 20/1D  
*Search:* 25/1D+1  
*Focus:* 1/1D+2

## X46-7 Ore Carrier

**Craft:** Damorian Manufactures X46-7-class Ore Carrier  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Ore carrier  
**Scale:** Capital  
**Length:** 175 meters  
**Skill:** Space Transports: Ore carrier  
**Crew:** 20, skeleton 6/+10  
**Crew Skill:** Astrogation 4D, space transports 4D  
**Passengers:** 8  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Cost:** 2.5 million credits (new), 1 million credits (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x20





**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 5  
**Atmosphere:** 125; 360 km/h  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 4/0D  
*Scan:* 8/1D  
*Search:* 16/1D+2  
*Focus:* 2/2D

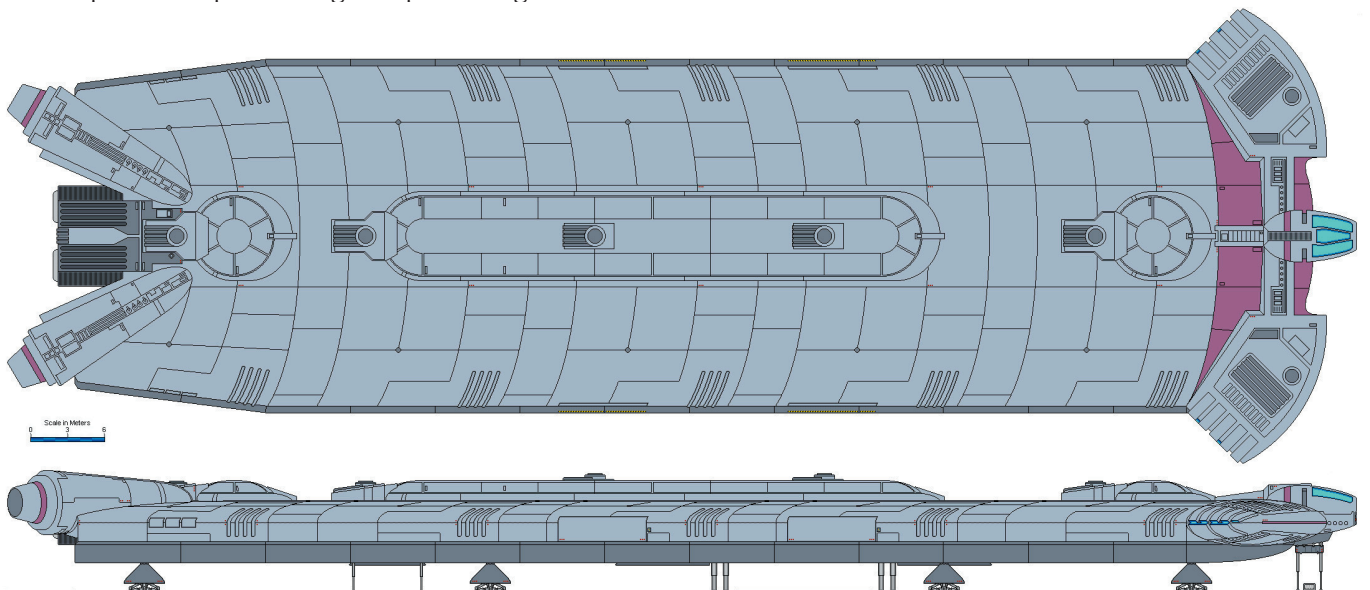
## Cargo Empress Super Freighter

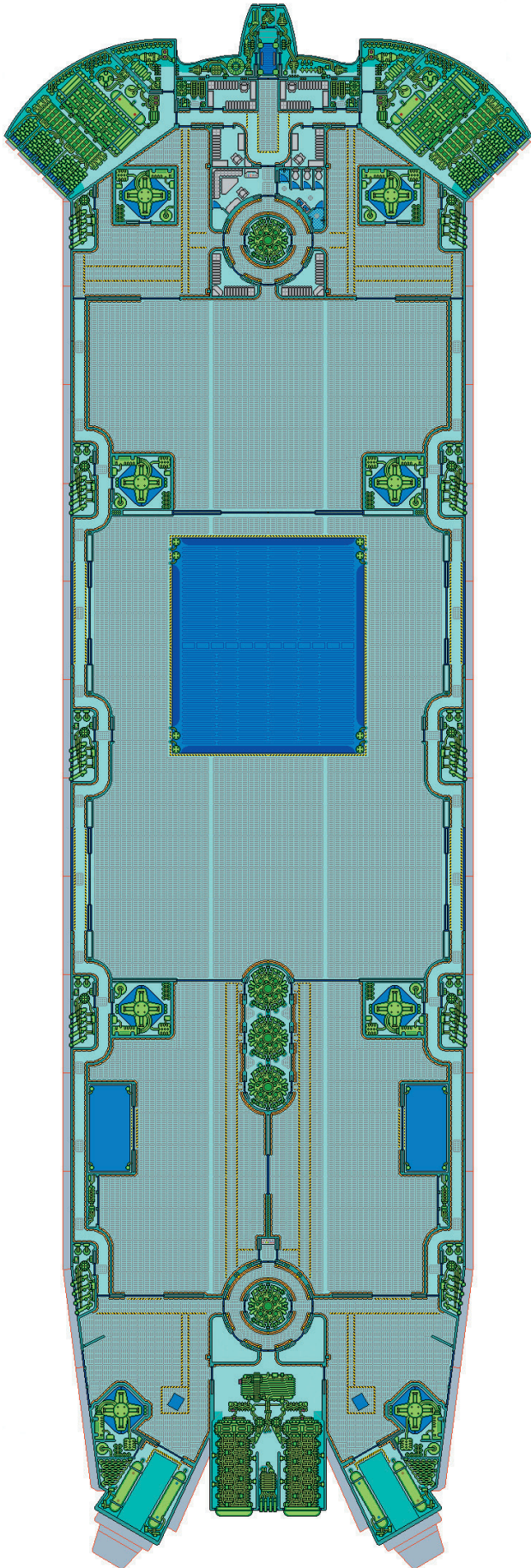
**Craft:** Ghtroc Industries *Cargo Empress*-class Super Freighter  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** *Pirates & Privateers* (page 68)  
**Type:** Medium bulk freighter  
**Scale:** Starfighter  
**Length:** 110 meters  
**Skill:** Space transports: Cargo Empress freighter

**Crew:** 4  
**Crew Skill:** Varies widely  
**Cargo Capacity:** 50,000 metric tons  
**Consumables:** 2 months  
**Cost:** 1,000,000 (new), 825,000 (used)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:** 225; 650 km/h  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 40/2D  
*Focus:* 2/2D

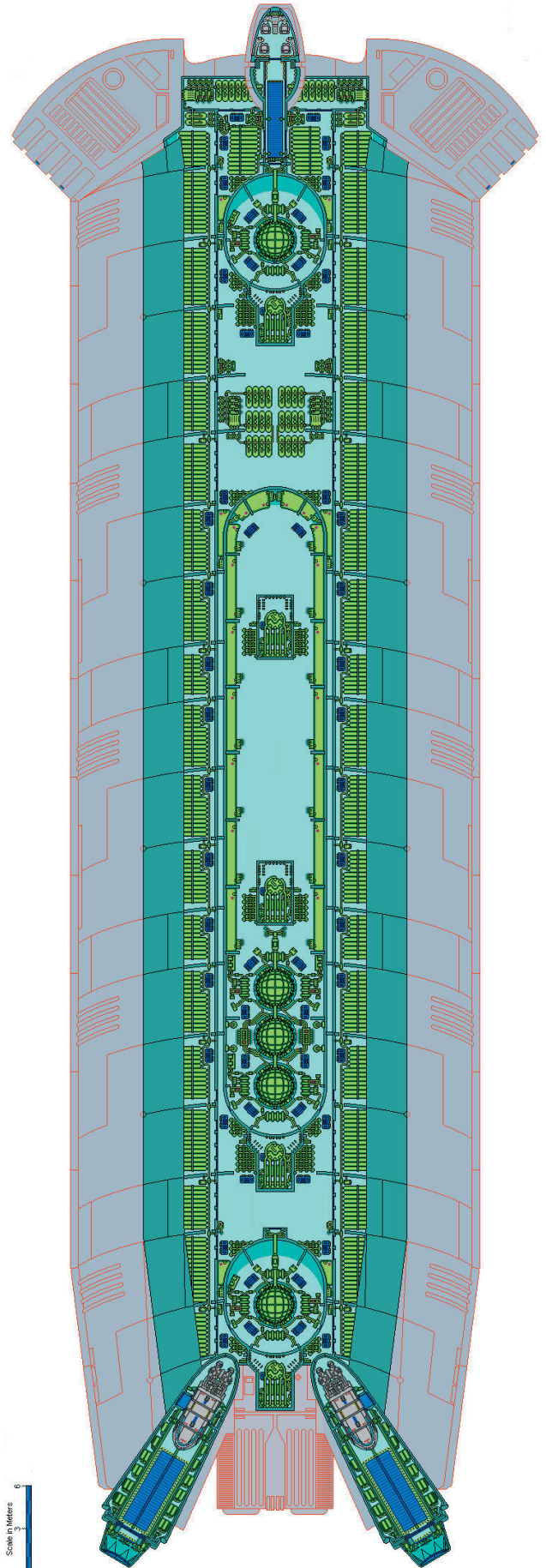
## W-23 Space Barge

**Craft:** Incom W-23 Star Hauler  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** *The Thrawn Trilogy Sourcebook* (page 230)  
**Type:** Intra-system space barge  
**Scale:** Capital  
**Length:** 80 meters  
**Skill:** Space transports: W-23  
**Crew:** 2, plus labor droid  
**Crew Skill:** Space transports 4D, starship shields 3D  
**Cargo Capacity:** 15,000 metric tons  
**Consumables:** 1 month  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 3  
**Atmosphere:** 260; 750 km/h  
**Hull:** 3D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 30/1D+2  
*Focus:* 1/1D



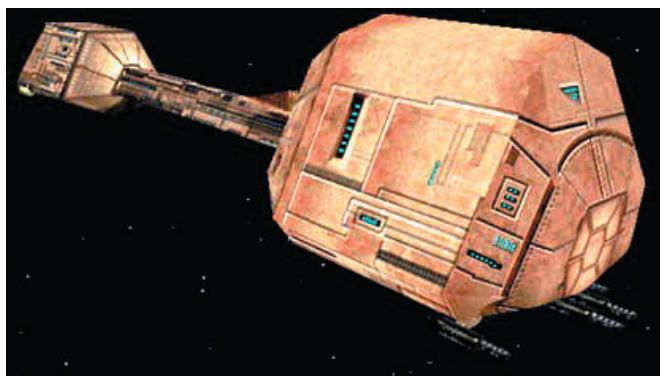


Scale in Meters  
0 1 2 3 4 5 6





## Xiytar Transport



**Craft:** TransGalMeg Xiytar-class Transport  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 68), The Essential Guide to Vehicles and Vessels (pages 72-73)  
**Type:** Large transport  
**Scale:** Starfighter  
**Length:** 164.8 meters  
**Skill:** Space transports: Xiytar transport  
**Crew:** 10  
**Crew Skill:** Varies widely  
**Passengers:** 2  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 3 months  
**Cost:** 800,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Space:** 3  
**Atmosphere:** 280; 800 km/h  
**Hull:** 4D+2  
**Shields:** 4D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D+1  
*Search:* 40/3D  
*Focus:* 2/3D

## Mining Ship

**Craft:** Arakyd Stellar Mag V Mining Vessel  
**Alignment:** General  
**Era:** Rise of the Empire

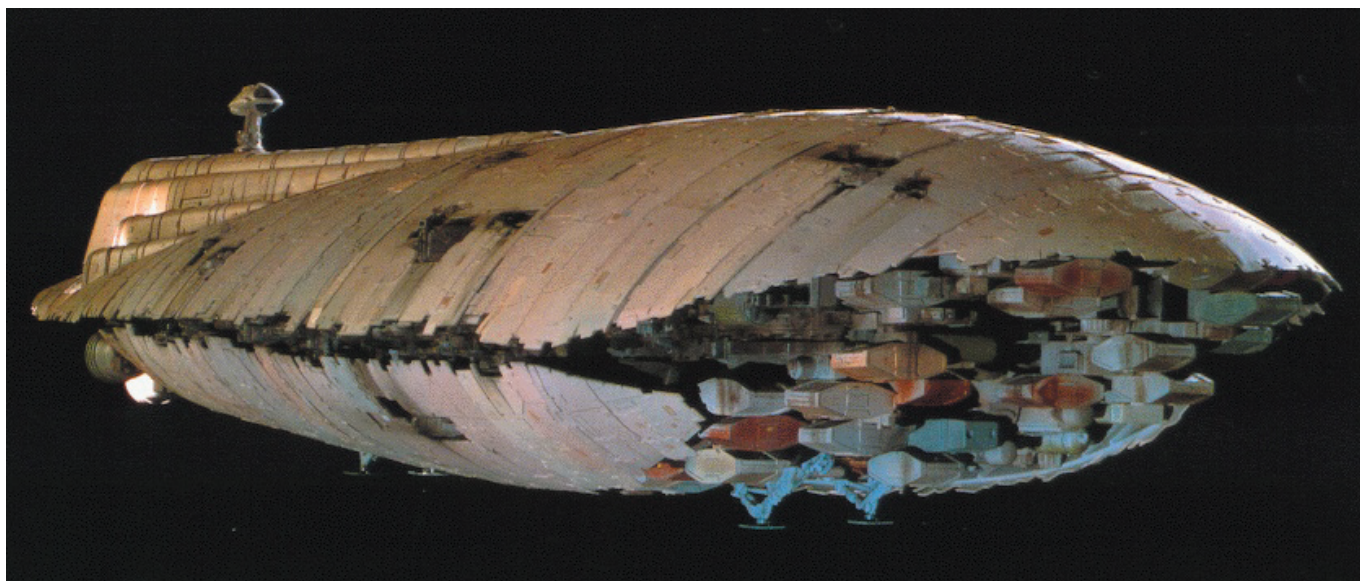


**Type:** Mine repair and supply vessel  
**Scale:** Capital  
**Length:** 542 meters  
**Skill:** Space transports: Mag V  
**Crew:** 3, droids: 19, gunners: 1  
**Crew Skill:** Varies  
**Passengers:** 10  
**Cargo Capacity:** 500,000 metric tons  
**Consumables:** [3 months]  
**Cost:** 5 million credits  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 4D+1  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 50/1D  
*Search:* 70/2D  
*Focus:* 2/3D  
**Weapons:**  
**Turbolaser Battery**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 3-15/36/75  
*Atmosphere Range:* 6-30/72/150 km  
*Damage:* 3D

## Gallofree Medium Transport

**Craft:** Gallofree Yards Transport  
**Alignment:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** Rebel Alliance Sourcebook (page 136), Pirates & Privateers (page 67-68), Starships of the Galaxy (page 82), The Essential Guide to Vehicles and Vessels (pages 134-135)  
**Type:** Medium transport  
**Scale:** Capital  
**Length:** 90 meters  
**Skill:** Space transports: Gallofree Yards transport  
**Crew:** 6, gunners: 1, skeleton: 3/+10  
**Crew Skill:** Astrogation 4D, space transports 4D, starship gunnery 3D+1, starship shields 3D  
**Cargo Capacity:** 19,000 metric tons  
**Consumables:** 6 months  
**Cost:** 350,000 (new), 125,000 (used)  
**Hyperdrive Multiplier:** x4  
**Space:** 2  
**Atmosphere:** 225; 650 km/h  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**4 Twin Laser Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery





*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Etti Lighter

**Craft:** CSA Etti Light Transport  
**Alignment:** Corporate Sector Authority / General  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 97-98), Pirates & Privateers (page 79)  
**Type:** Modified medium freighter  
**Scale:** Capital  
**Length:** 125 meters  
**Skill:** Space transports: Etti Lighter  
**Crew:** 25, gunners: 13, skeleton: 15/+10  
**Crew Skill:** Capital ship gunnery 4D, capital ship shields 3D+2, space transports 3D+2, starship gunnery 4D  
**Passengers:** 15  
**Cargo Capacity:** 400 metric tons  
**Consumables:** 3 days

**Cost:** 425,000 (new), 650,000 (as modified)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes (limited to 4 jumps)

**Space:** 4  
**Atmosphere:** 280; 800 km/h

**Hull:** 3D

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/3D+2

*Focus:* 6/4D

**Weapons:**

**10 Quad Laser Cannon**

*Fire Arc:* 4 front, 2 left, 2 right, 2 back

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/10/20

*Atmosphere Range:* 100-500/1/2 km

*Damage:* 5D

**Tractor Beam emplacement**

*Fire Arc:* Turret

*Crew:* 3

*Scale:* Capital

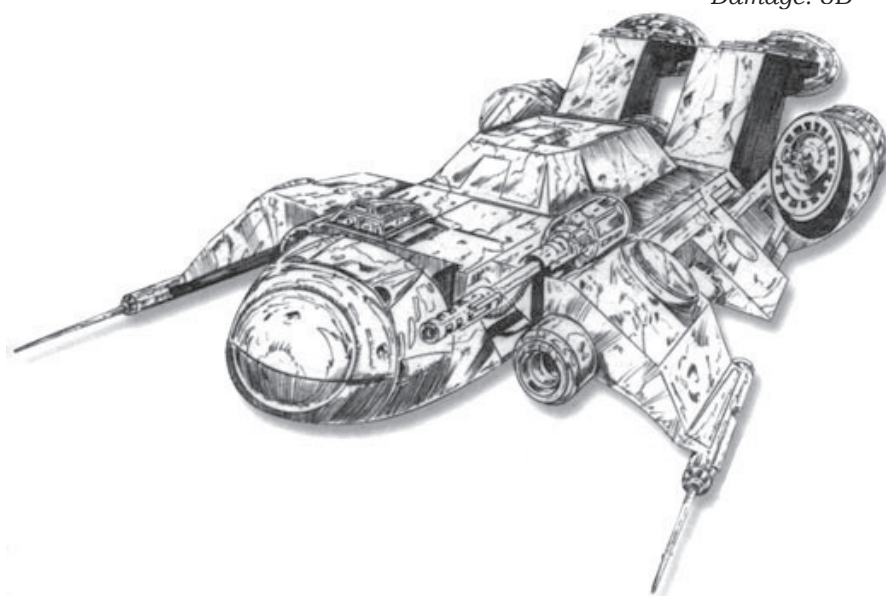
*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-10/20/40

*Atmosphere Range:* 100-1/2/4 km

*Damage:* 4D



## Asteroid Mining Ship



**Craft:** Kuat Drive Yards Asteroid Prospector AP-300

**Alignment:** Empire / General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 69)

**Type:** Asteroid mining starship

**Scale:** Capital

**Length:** 350 meters

**Skill:** Space transports: Prospector AP-300

**Crew:** 500, gunners: 36, skeleton: 300/+15

**Crew Skill:** Varies widely

**Passengers:** 50

**Cargo Capacity:** 80,000 metric tons

**Consumables:** 2 years

**Cost:** 8 million (new), 6 million (used)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Hull:** 5D

**Shields:** 3D

**Sensors:**

*Passive:* 45/1D

*Scan:* 70/2D

*Search:* 120/2D+1

*Focus:* 5/3D

**Weapons:**

**8 Laser Cannons** (fire separately)

*Fire Arc:* 2 front, 2 left, 2 right, 2 back

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-5/10/17

*Damage:* 3D

**4 Tractor Beam Projectors** (fire separately)

*Fire Arc:* 2 front, 1 left, 1 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Space Range:* 1-5/15/30

*Damage:* 4D

## Mobquet Medium Cargo Hauler

**Craft:** Mobquet Custom Medium Cargo Hauler

**Alignment:** General

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 67), The Essential Guide to Vehicles and Vessels (pages 158-159)

**Type:** Medium transport

**Scale:** Starfighter

**Length:** 79.3 meters

**Skill:** Space transports: Mobquet Custom hauler

**Crew:** 2, skeleton: 1/+10

**Crew Skill:** Varies widely

**Passengers:** 8

**Cargo Capacity:** 700 metric tons

**Consumables:** 2 months

**Cost:** 120,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x11

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 7D

**Shields:** 2D

**Sensors:**

*Passive:* 20/0D

*Scan:* 50/1D

*Search:* 80/2D

*Focus:* 4/3D

**Weapons:**

**2 Laser Cannons**

*Fire Arc:* Turret

*Skill:* Starship gunnery

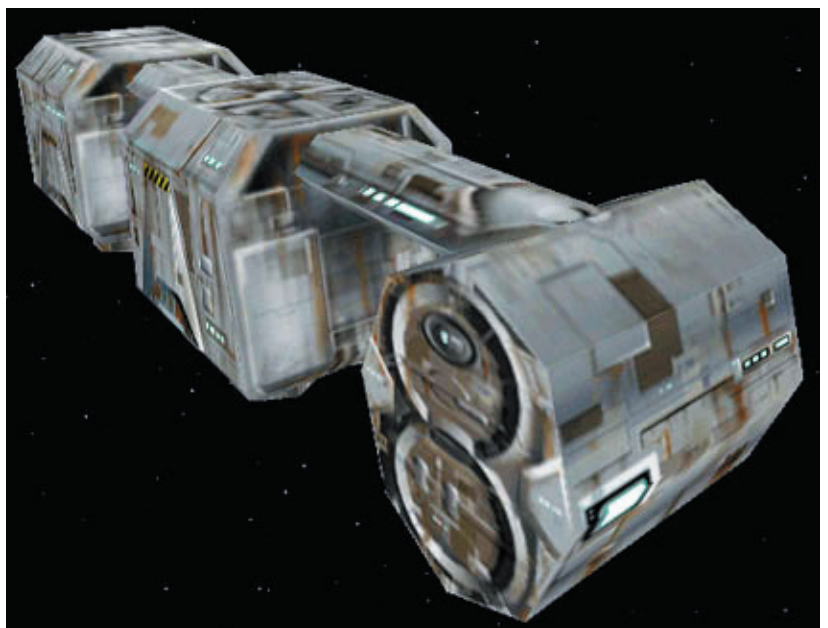
*Fire Control:* 2D

*Space Range:* 1-3/12/25

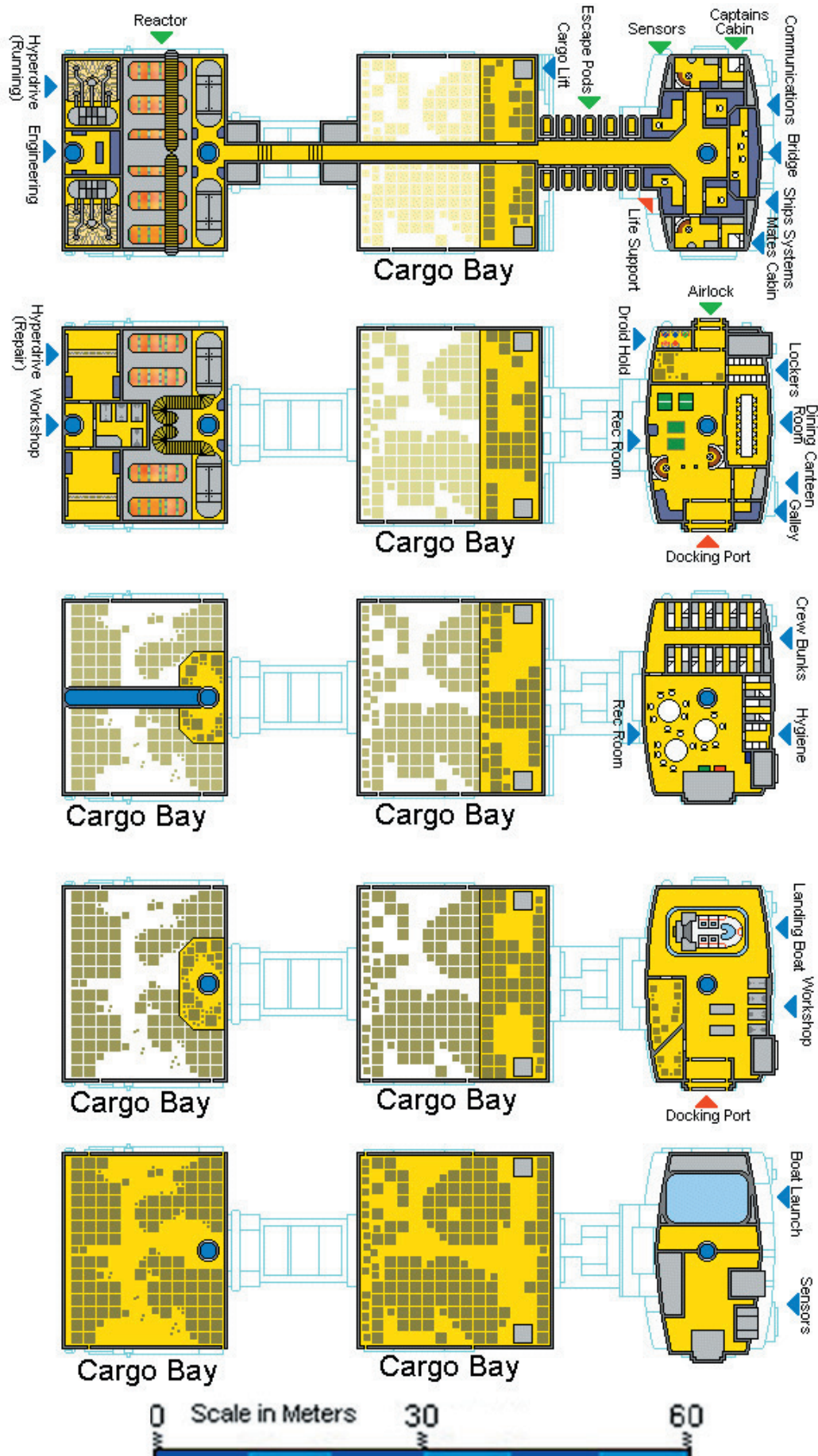
*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

**Game Notes:** +5 to modification and replacement rolls.









## CE-2 Transport



**Craft:** Corellian Engineering Corporation CE-2 Transport

**Alignment:** General

**Era:** Rebellion

**Source:** Pirates & Privateers (page 66)

**Type:** Light freighter

**Scale:** Starfighter

**Length:** 100 meters

**Skill:** Space transports: CE-2 transport

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 2

**Cargo Capacity:** 50,000 metric tons

**Consumables:** 2 months

**Cost:** 200,000 (new), 95,000 (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 3

**Atmosphere:** 260; 750 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/1D

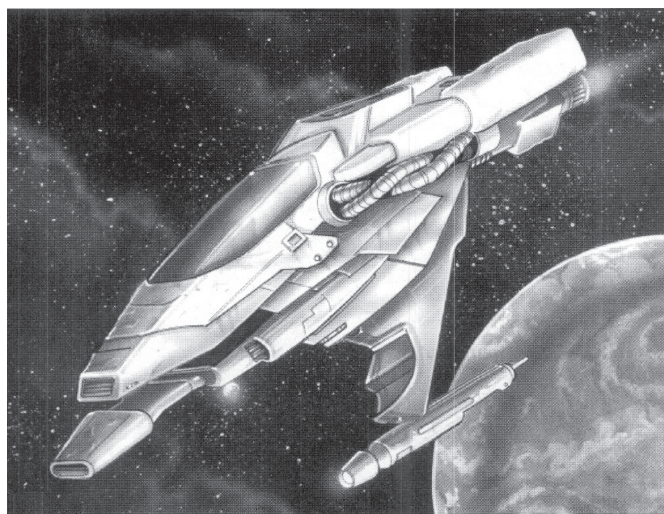
*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/2D+2

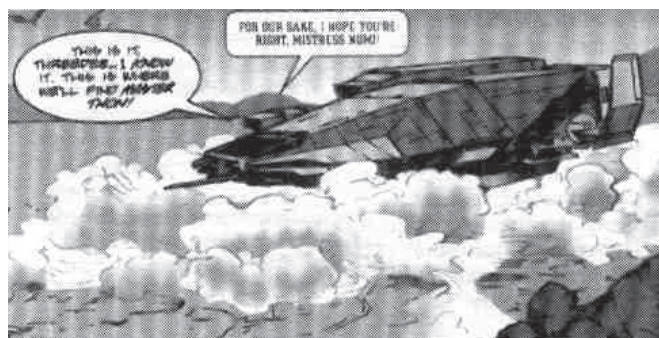
## Scouts

### Yvarema Scout Ship



**Craft:** Royal Yvarema Scout Ship  
**Alignment:** Yvarema  
**Era:** Rise of the Empire  
**Source:** The DarkStryder Campaign: The Kathol Rift (page 84)  
**Type:** Medium-range exploration craft  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Archaic starship piloting: Yvarema scout ship  
**Crew:** 2  
**Crew Skill:** Archaic starship piloting 5D, astrogation 4D, starship shields 4D+1  
**Passengers:** 3  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x4  
**Nav Computer:** Yes, limited to 3 jumps  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 800 km/h  
**Hull:** 2D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 35/1D  
*Search:* 50/2D+1  
*Focus:* 3/3D  
**Weapons:**  
**Navigational Deflector**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Space Range:* 1-3/8/15  
*Atmosphere Range:* 100-300/800/1.5 km  
*Damage:* 2D  
**Note:** Immune to ionization damage.

### Vaya Scout Ship



**Craft:** Hoersch-Kessel Vaya-class Scout Ship  
**Alignment:** Old Republic / General  
**Era:** Old Republic  
**Source:** Tales of the Jedi Companion (page 115)  
**Type:** Scout ship  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space Transports  
**Crew:** 1, gunners: 2  
**Passengers:** 4  
**Cargo Capacity:** 60 metric tons  
**Consumables:** 1 month  
**Cost:** 45,000(new), 15,000 (used)  
**Hyperdrive Multiplier:** x8  
**Hyperdrive Backup:** x15  
**Maneuverability:** 3D+1  
**Space:** 2  
**Atmosphere:** 450; 700 km/h  
**Hull:** 3D  
**Shields:** 3D; 2D  
**Sensors:**  
*Passive:* 6/0D  
*Scan:* 15/1D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-2/8/18  
*Atmosphere Range:* 50-100/350/650 m  
*Damage:* 3D  
**Concussion Projectile Launcher**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1/2/5  
*Atmosphere Range:* 24-60/90/120 m  
*Damage:* 5D

### Redthorn Scoutship

**Craft:** Tykannin Drive Redthorn-class Scout Ship  
**Alignment:** General  
**Era:** Old Republic  
**Type:** Scout Ship  
**Scale:** Starfighter  
**Length:** 24 meters

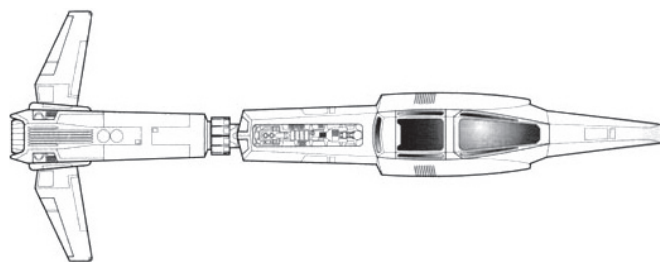




**Skill:** Space Transports: Redthorn scout ship  
**Crew:** 1 or 2 (can coordinate)  
**Crew Skill:** Varies widely  
**Passengers:** 2  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 6 months  
**Cost:** 55,000 credits (used only)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 5/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Crew:* 1 (co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Pathfinder Scoutship

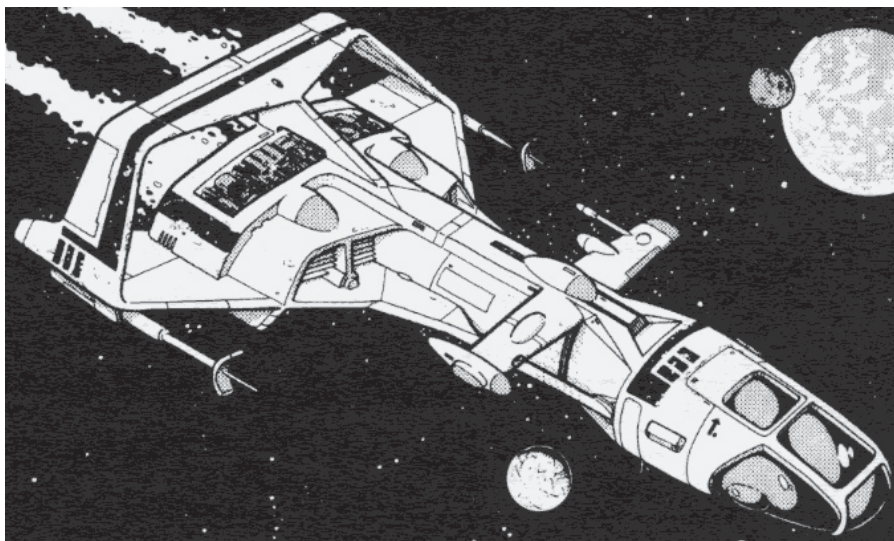
**Craft:** Vangaard Industries Pathfinder  
**Alignment:** General  
**Era:** Old Republic  
**Type:** Small Fighter/Scoutship  
**Scale:** Starfighter  
**Length:** 36 meters  
**Skill:** Space transports  
**Crew:** 1  
**Passengers:** 2  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 6 months  
**Cost:** 35,000  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 350; 950 km/h  
**Hull:** 3D  
**Shields:** 3D



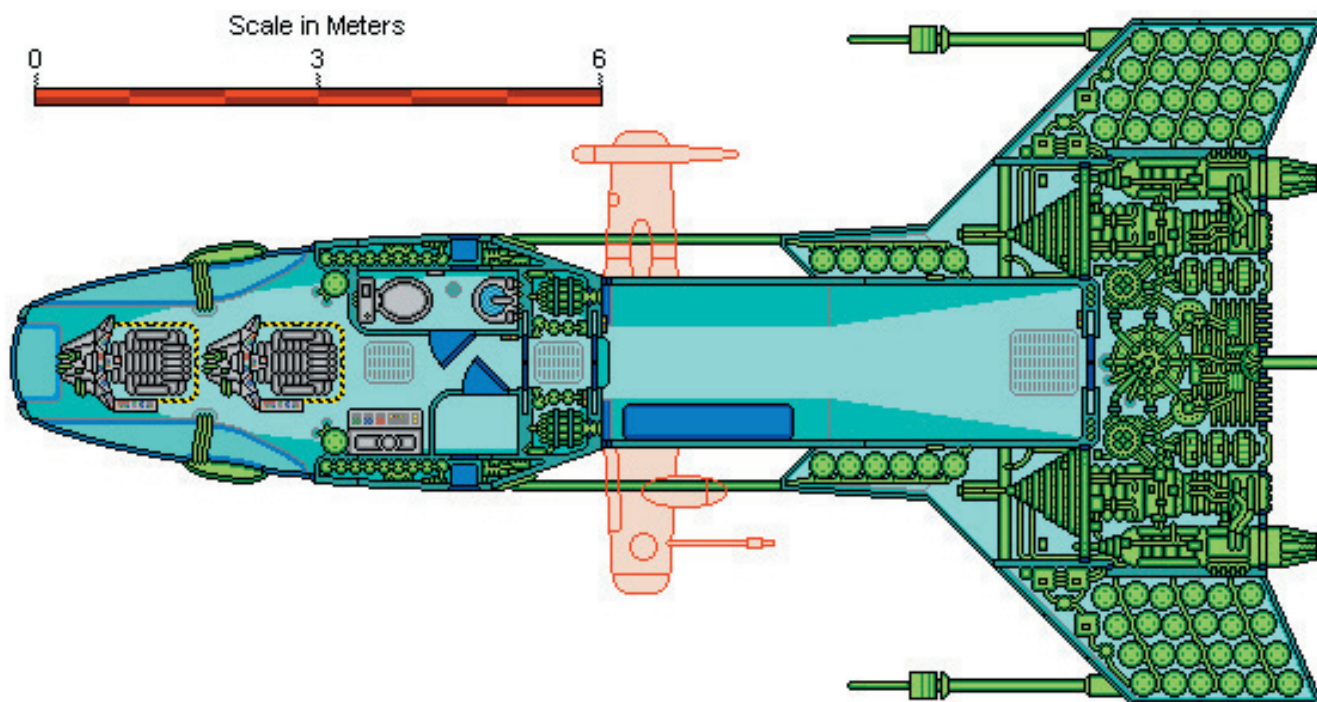
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 45/1D  
*Search:* 60/2D  
*Focus:* 5/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Space Range:* 1-5/15/20  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 3D (Special)  
**Note:** The laser cannon's special damage is that for each shot absorbed by the shields, the damage of the cannon goes up by +1. When the shields absorb 3 hits, the generator overloads and shuts down for 3 rounds while it recalibrates. Both the +1 and the overload effect reset to zero after ten rounds automatically. The generator can be replaced for 10,000 credits, however, it then loses its additive damage value.

## A-24 Sleuth Scout Vessel

**Craft:** Incom Corporation A-24 Sleuth  
**Alignment:** General  
**Era:** Old Republic  
**Type:** Scout Ship  
**Scale:** Starfighter  
**Length:** 14 meters  
**Skill:** Space transports: A-24 Sleuth  
**Crew:** 1 (Astromech droid may serve as a co-pilot)  
**Passengers:** 1  
**Cargo Capacity:** 2 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x1







**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

**Cost:** 125,000 (new), 30,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 5/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## TIE Lone Scout

**Craft:** Sienar Fleet Systems "Lone Scout-A"  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Source:** Core Rulebook (page 256)  
**Type:** Stock scout vessel  
**Scale:** Starfighter  
**Length:** 24 meters  
**Skill:** Space transports: Lone Scout  
**Crew:** 1  
**Crew Skill:** Astrogation: 3D+2, sensors: 3D, space transports 4D, starship gunnery 4D, starship shields 3D+2  
**Passengers:** 3  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 1 year



## “Explorer” Scout Ship



**Craft:** Incom Corporation “Explorer” Scout Ship  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Scout vessel  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Space transports  
**Crew:** 1 or 2 (can combine)  
**Crew Skill:** Varies widely  
**Passengers:** 2  
**Cargo Capacity:** 4 metric tons  
**Consumables:** 1 month  
**Cost:** 150,000 credits (new), 80,000 credits (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 35/1D  
*Scan:* 50/2D  
*Search:* 75/2D+2

*Focus:* 5/3D

### Weapons:

#### Dual Laser Cannon

*Fire Arc:* Turret

*Crew:* 1 (co-pilot)

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/20

*Atmosphere:* 100-300/1.2/2 km

*Damage:* 4D

## SkyBlind Recon Ship

**Craft:** Loronar SkyBlind Recon Ship

**Alignment:** General

**Era:** Rise of the Empire

**Type:** Reconnaissance scoutship

**Scale:** Starfighter

**Length:** 21 meters

**Skill:** Space transports: SkyBlind

**Crew:** 1

**Passengers:** 7

**Cargo Capacity:** 50 metric tons; 20 cubic meters

**Consumables:** 6 months

**Cost:** 1,120,000 (new), 560,000 (used)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x20

**Nav Computer:** Yes

**Maneuverability:** 0D

**Space:** 2

**Atmosphere:** 225; 650 km/h

**Hull:** 6D

**Shields:** 3D (shields apply to defense against sensors as well)

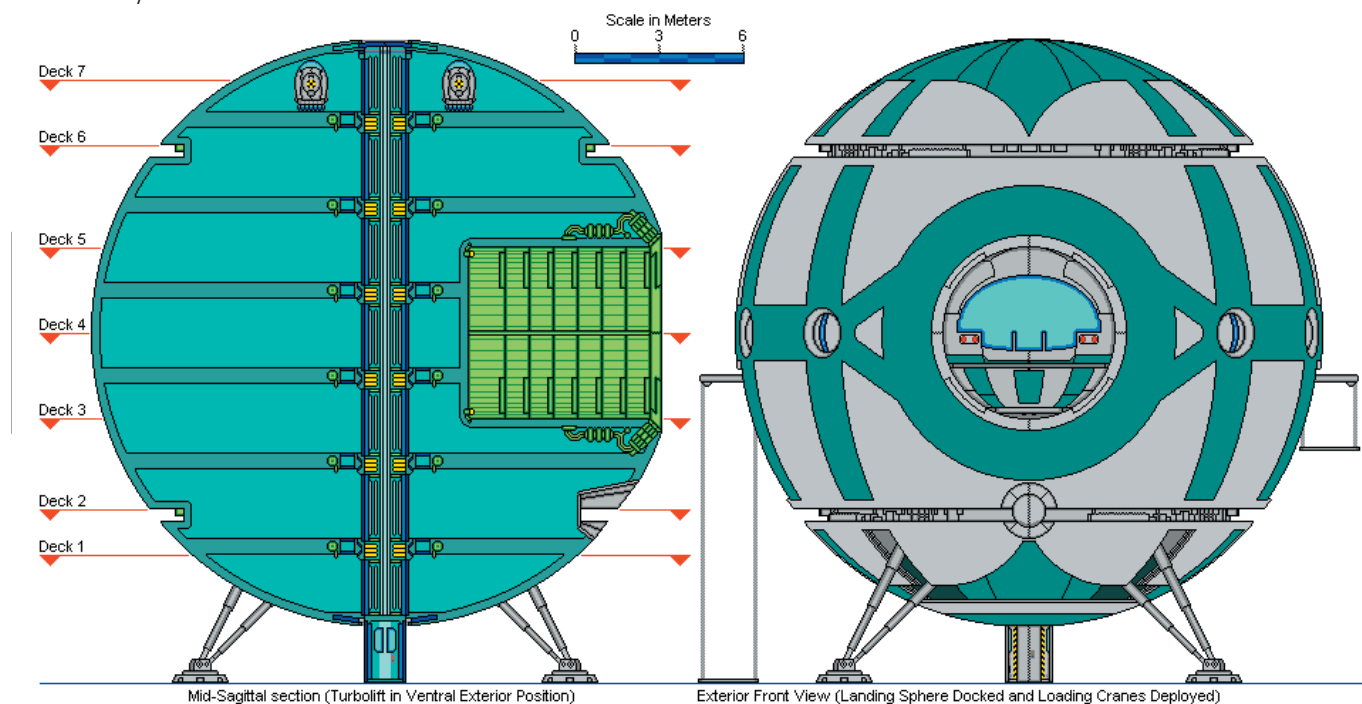
### Sensors:

*Passive:* 50/2D

*Scan:* 30/1D

*Search:* 50/2D

*Focus:* 3/3D



**Weapons:**

**Proton Torpedo Launcher**

Fire Arc: All

Skill: Starship gunnery

Fire control: 0D

Space range: 1/3/7

Atmosphere Range: 50-100/300/700 m

Damage: 7D

## Landing Sphere

**Craft:** Loronar Landing Sphere

**Type:** Surface to starship transport

**Scale:** Speeder

**Length:** 6 meters

**Skill:** Repulsorlift operation: SkyBlind landing sphere

**Crew:** 1

**Passengers:** 7

**Cover:** Full

**Cargo Capacity:** 5 metric tons; 2 cubic meters

**Consumables:** 1 week

**Cost:** 178,600 (new), 89,300 (used)

**Move:** 225; 650 km/h

**Maneuverability:** 0D

**Body Strength:** 5D

**Shields:** 1D (shields apply only against sensors)

**Sensors:**

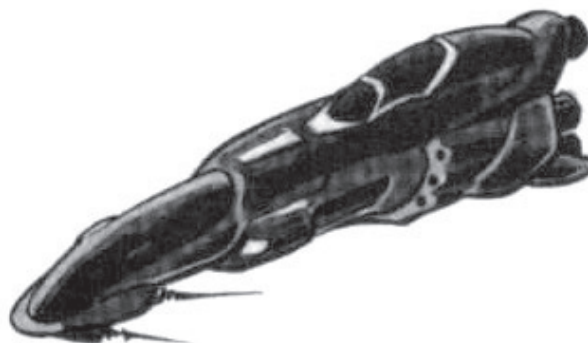
Passive. 5/0D

Scan. 10/1D

Search. 15/2D

Focus. 1/2D

## Ferret Reconnaissance Vessel



**Craft:** Republic Engineering Corporation *Ferret*-class Reconnaissance Vessel

**Alignment:** New Republic

**Era:** New Republic

**Type:** Stealth spyship

**Scale:** Starfighter

**Length:** 28 meters

**Skill:** Space transports

**Crew:** 3

**Crew Skill:** Astrogation 5D, sensors 5D

**Cargo Capacity:** 2 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale (890,000 credits for government sale)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 10 (5 using baffled drive)

**Hull:** 2D

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/3D

*Search:* 200/4D

*Focus:* 6/4D+2

*Stealth:* +5D to sensor difficulties

**Weapons:**

**2 Missile Launchers**

*Fire Arc:* Front

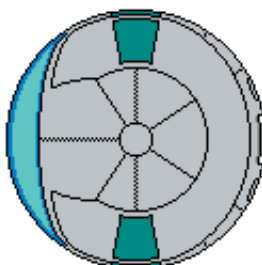
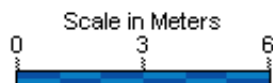
*Skill:* Starship gunnery

*Fire Control:* 3D

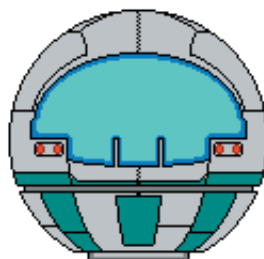
*Space Range:* 1-2/8/15

*Atmosphere Range:* 100-200/800/1.5 km

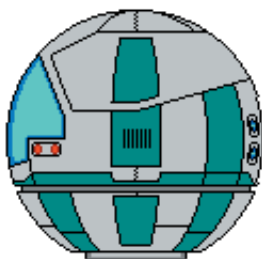
*Damage:* 7D



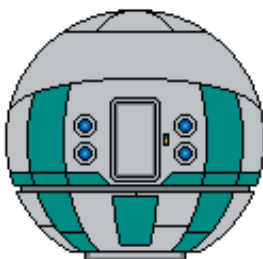
Exterior Top View



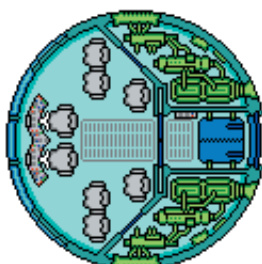
Exterior Front View



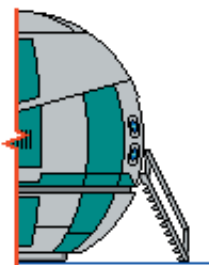
Exterior Port View



Exterior Rear View



Interior Section Plan



Entry Stair Extended



# Shuttles

## Sheathipede Shuttle



**Craft:** Trade Federation *Sheathipede*-class Lapiz Cutter Shuttle

**Alignment:** Neimoidians

**Era:** Old Republic

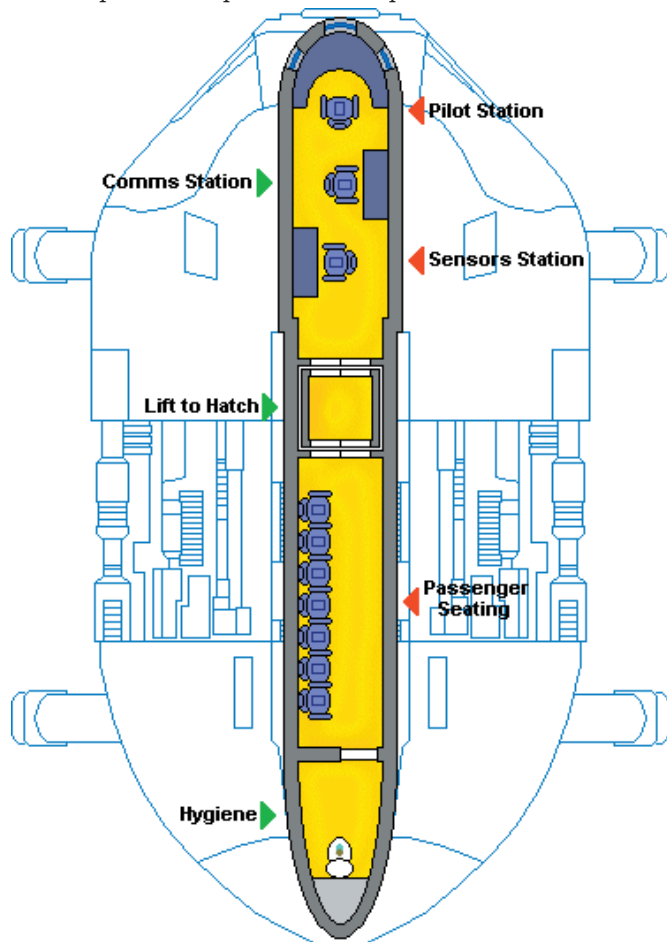
**Source:** Secrets of Naboo (page 18)

**Type:** Transport shuttle

**Scale:** Starfighter

**Length:** 15 meters

**Skill:** Space transports: Sheathipede shuttle



**Crew:** 2 pilot droids

**Crew Skill:** As pilot droid

**Passengers:** 5

**Cargo Capacity:** 500 kilograms

**Consumables:** 5 days

**Cost:** 22,000 (new), 9,000 (used)

**Maneuverability:** 0D

**Space:** 5

**Atmosphere:** 295; 850 km/h

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 1/2D

**Weapons:**

**Blaster Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

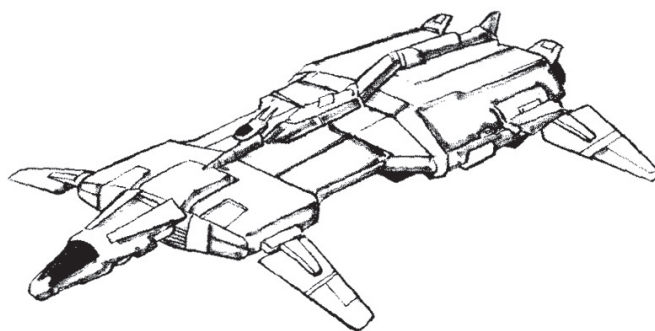
*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7km

*Damage:* 3D

## BR-23 Courier



**Craft:** Republic Sienar Systems BR-23 Courier

**Alignment:** Old Republic / Empire / General / Rebel Alliance

**Era:** Old Republic

**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 49)

**Type:** Long-range troop transport

**Scale:** Starfighter

**Length:** 20.7 meters

**Skill:** Space transports: BR-23 Courier

**Crew:** 1, gunners: 1

**Crew Skill:** Varies

**Passengers:** 40

**Cargo Capacity:** 40 metric tons

**Consumables:** 2 weeks

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 km/h

**Hull:** 3D+2

**Shields:** 1D+2

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Laser cannons**

*Fire Arc:* Turret

*Skill:* Starship gunnery

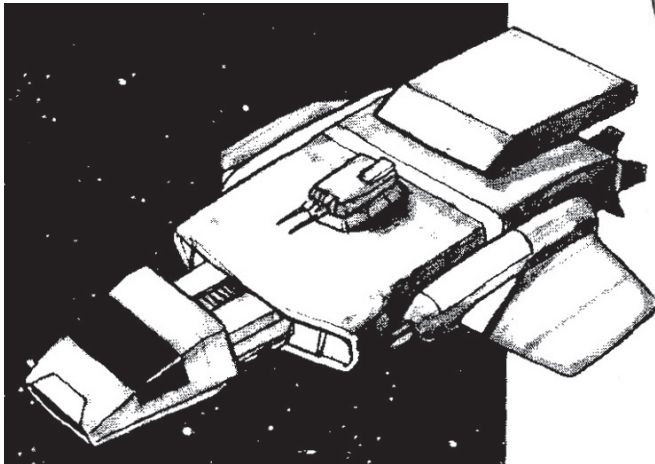
*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

## Kappa Troop Shuttle



**Craft:** Republic Sienar Systems *Kappa*-class Shuttle

**Alignment:** Old Republic / Empire / Rebel Alliance / General

**Era:** Old Republic

**Source:** Rules of Engagement: The Rebel SpecForce Handbook (pages 46-47)

**Type:** Troop Shuttle

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports: Kappa shuttle

**Crew:** 2, gunners: 2

**Crew Skill:** Space transports 4D, starship gunnery 4D, starship shields 3D

**Passengers:** 40

**Cargo Capacity:** 50 metric tons (rarely + 2 AT-PTs)

**Consumables:** 1 month

**Cost:** Not generally for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

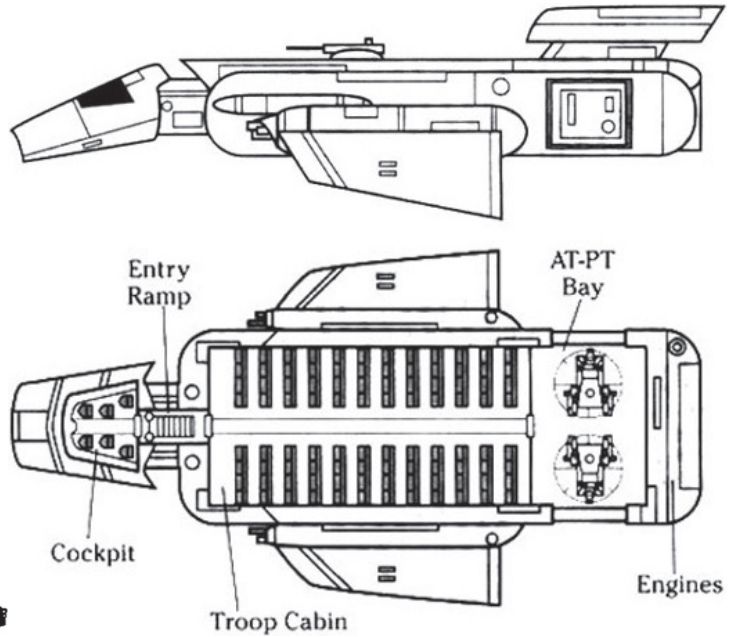
*Scan:* 40/D

*Search:* 80/2D

*Focus:* 4/2D+2

**Weapons:**

**2 Double Blaster Cannons**



*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

**2 Repeating Blaster Cannons** (fire-linked)

*Fire Arc:* Front

*Scale:* Speeder

*Skill:* Starship gunnery

*Fire Control:* 2D

*Atmosphere Range:* 1-50/100/250 m

*Damage:* 3D+2

## Service Shuttle 23K

**Craft:** Gallofree Yards Service Shuttle 23K

**Alignment:** General

**Era:** Rise of the Empire

**Source:** Galaxy Guide 7: Mos Eisley (pages 30-31)

**Type:** Orbital service shuttle

**Scale:** Starfighter

**Length:** 18 meters

**Skill:** Space transports: Service Shuttle 23K

**Crew:** 1

**Crew Skill:** Space transports 4D

**Passengers:** 6\*

**Cargo Capacity:** 1 metric ton\*

**Consumables:** 1 day

**Hyperdrive Multiplier:** none

**Nav Computer:** none

**Maneuverability:** 1D

**Space:** 2

**Atmosphere:** 225; 650 km/h

**Hull:** 1D+1

**Sensors:**

*Passive:* 10/1D

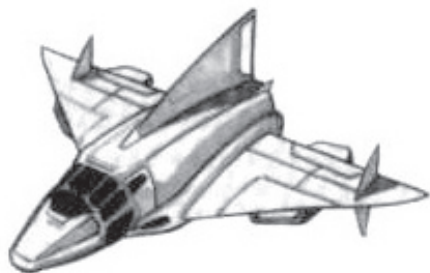
*Scan:* 15/1D+2

*Search:* 20/2D

*Focus:* 1/2D+2

**Note:** Shuttle can hold *either* passengers or cargo.

## Paranji Orbital Jumper

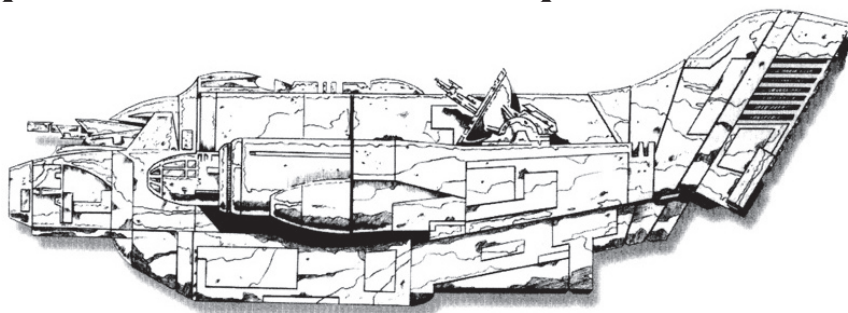


**Craft:** Paranji Orbital Jumper  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Personal air-space ship  
**Scale:** Starfighter  
**Length:** 3 meters  
**Skill:** Space transports  
**Crew:** 1  
**Crew Skill:** Varies drastically  
**Passengers:** 3  
**Cargo Capacity:** 500 kilograms  
**Consumables:** 1 day  
**Cost:** 35,000 (new), 20,000 (used)  
**Maneuverability:** 1D  
**Space:** 2  
**Atmosphere:** 225; 650 km/h  
**Hull:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 20/1D  
*Search:* 30/2D  
*Focus:* 2/2D+2

## Tribune Shuttle

**Craft:** Sienar Fleet Systems *Tribune*-class Shuttle  
**Alignment:** Empire / General  
**Era:** Rise of the Empire  
**Source:** Goroath, Slave of the Empire (page 66)  
**Type:** Light shuttle  
**Scale:** Starfighter  
**Length:** 18.5 meters  
**Skill:** Space transports: Tribune shuttle  
**Crew:** 3, skeleton 4D  
**Crew Skill:** Space transports 4D  
**Passengers:** 14  
**Cargo Capacity:** 30 metric tons  
**Consumables:** 3 weeks  
**Cost:** 150,000 (new, only to military and corporations)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 5/3D

## Grek Troop Shuttle



**Craft:** Corellian Engineering *Grek*-class troop shuttle  
**Alignment:** General / Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 87-88)  
**Type:** Ship-to-ship troop shuttle  
**Scale:** Starfighter  
**Length:** 30 meters  
**Skill:** Space transports: Grek shuttle  
**Crew:** 2  
**Crew Skill:** Varies widely  
**Passengers:** 50  
**Cargo Capacity:** 500 kilograms  
**Consumables:** 1 day  
**Cost:** 40,000 (new), 18,000 (used)  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 3D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/3D+2  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Assault Shuttle Beta

**Craft:** Telgorn Corp *Beta*-class Assault Shuttle  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Source:** The Thrawn Trilogy Sourcebook (pages 235, 237)  
**Type:** Assault shuttle  
**Scale:** Capital (due to power output)  
**Length:** 30 meters  
**Skill:** Space transports: assault shuttle  
**Crew:** 5, skeleton: 3/+10  
**Crew Skill:** Varies, but typically capital ship gunnery 5D, capital ship shields 4D, space transports 5D+1  
**Passengers:** 40 (spacetroopers)  
**Cargo Capacity:** 500 kilograms  
**Consumables:** 5 days



**Cost:** Not available for sale

**Hyperdrive Multiplier:** x3

**Nav Computer:** Limited to 3 jumps

**Maneuverability:** 1D+2

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 3D

**Shields:** 3D+2

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/3D

**Weapons:**

**4 Laser Cannons**

*Fire Arc:* 2 front, 2 rear

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 1D+2

**Tractor Beam Projector**

*Fire Arc:* Front

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 100-500/1.5/3 km

*Damage:* 5D

**Concussion Missile Launcher**

*Fire Arc:* Front

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 3D+2

## Assault Shuttle

**Craft:** Telgorn Corp Gamma-class Assault Shuttle

**Alignment:** Empire

**Era:** Rise of the Empire

**Source:** Imperial Sourcebook (pages 49-50),

Starships of the Galaxy (page 78)

**Type:** Assault shuttle

**Scale:** Capital (due to power output)

**Length:** 30 meters

**Skill:** Space transports: assault shuttle

**Crew:** 2, gunners: 3, skeleton: 1/+10

**Crew Skill:** Capital ship gunnery 3D+2, capital ship shields 4D, space transports 5D

**Passengers:** 40 (spacetroopers)

**Cargo Capacity:** 5 metric tons

**Consumables:** 1 week

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x18

**Nav Computer:** Limited to 3 jumps

**Maneuverability:** 2D

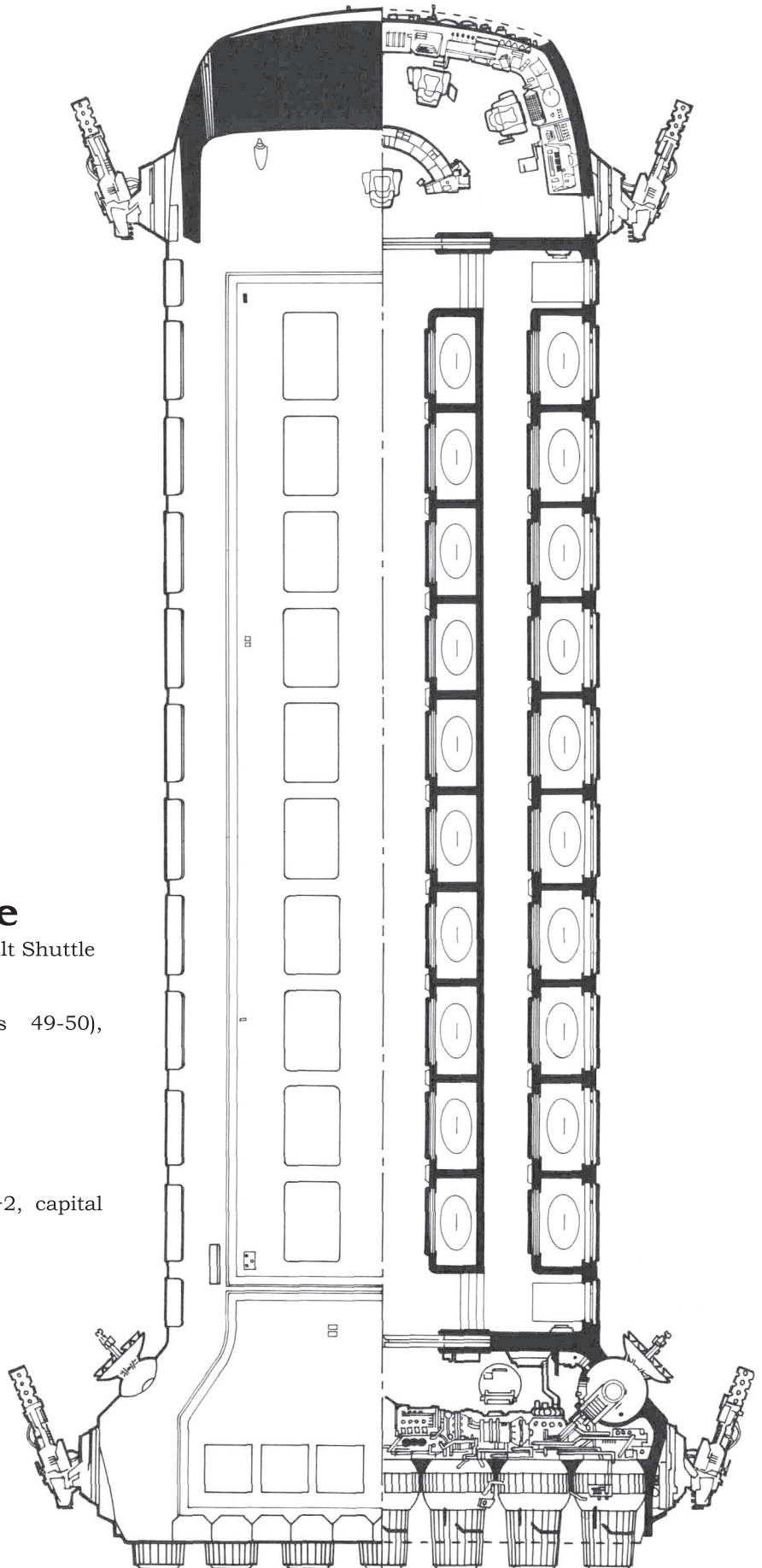
**Space:** 8

**Hull:** 3D+2

**Shields:** 4D+2

**Sensors:**

*Passive:* 40/1D





*Scan:* 80/1D+2  
*Search:* 130/3D  
*Focus:* 4/3D

**Weapons:**

**4 Laser Cannons**

*Fire Arc:* Turret

*Crew:* 2 guns are handled by "gunner 1," two guns are handled by "gunner 2"

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 2D

**Tractor Beam Projector**

*Fire Arc:* Front

*Crew:* 1 (gunner 3)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 100-500/1.5/3 km

*Damage:* 5D+2

**Concussion Missile Launcher**

*Fire Arc:* Front

*Crew:* 1 (gunner 3)

*Skill:* Capital ship gunnery

*Fire Control:* 2D+1

*Space Range:* 1-2/8/15

*Atmosphere Range:* 100-200/800/1.5 km

*Damage:* 4D

## Katarn Boarding Shuttle

**Craft:** Rendili StarDrive's *Katarn*-class Boarding Shuttle

**Alignment:** Empire / Rebel Alliance / General

**Era:** Rise of the Empire

**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 48), Pirates & Privateers (page 88)

**Type:** Boarding shuttle

**Scale:** Starfighter

**Length:** 28 meters

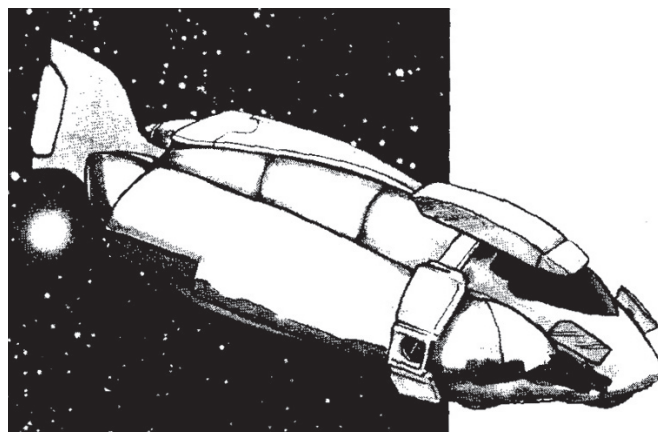
**Skill:** Space transports: Katarn shuttle

**Crew Skill:** Varies widely

**Crew:** 2, gunners: 1

**Passengers:** 50

**Cargo Capacity:** 500 kilograms



**Consumables:** 1 day

**Cost:** 10,000 (new), 55,000 (used)

**Maneuverability:** 1D+2

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 20/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Double Laser Cannon**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**Plasma Torch Boarding Device**

*Fire Arc:* Front

*Crew:* 2

*Skill:* Starship gunnery

*Fire Control:* 0D

*Range:* 4 meters

*Damage:* 8D

**Note:** The plasma torch boarding device is mounted on a ship's airlock system. The controls are just inside the main airlock. Roll the target ship's hull -2D; if the torches roll scores a "lightly damaged" result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide-by-two-meter-high hole. The extendable boarding tube attaches to the hull and forms and airtight seal in 30 seconds.

## Sentinel Landing Craft

**Craft:** Sienar Fleet Systems/Cygnus Spaceworks *Sentinel*-class Landing Shuttle

**Alignment:** Empire

**Era:** Rise of the Empire

**Source:** The Essential Guide to Vehicles and Vessels (pages 78-79)

**Type:** Heavily armed landing craft

**Scale:** Starfighter

**Length:** 38 meters



**Crew:** 2; gunners: 3  
**Passengers:** 54 (troops)  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 5D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 40/2D  
*Search:* 60/2D+2  
*Focus:* 3/3D

## Weapons:

### 2 Retractable Double Laser Cannons (fire-linked)

*Fire Arc:* Front

*Crew:* 1

*Fire Control:* 3D

*Skill:* Starship gunnery

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

### 2 Concussion Missile Launchers (fire-linked)

*Fire Arc:* Front

*Crew:* 1

*Ammo:* 8 missiles each

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1/3/7

*Atmosphere Range:* 100/300/700 m

*Damage:* 8D

### 1 Retractable Ion Cannon

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 3D

### 2 Repeating Blasters (used when deploying troops)

*Fire Arc:* Turret

*Crew:* (same gunner as Ion Cannon)

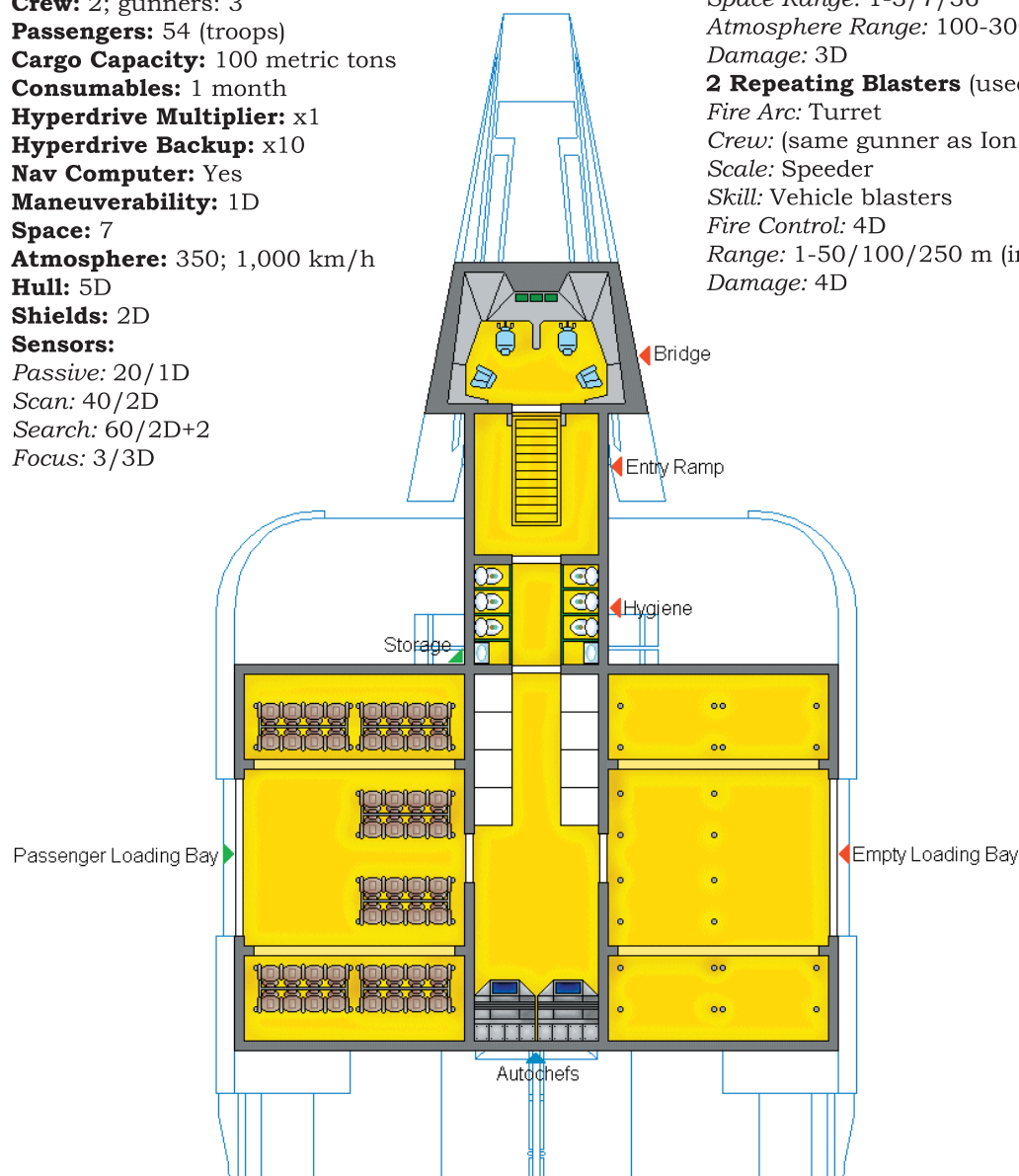
*Scale:* Speeder

*Skill:* Vehicle blasters

*Fire Control:* 4D

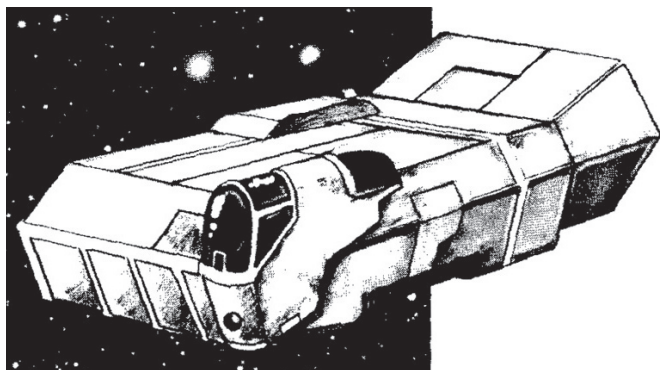
*Range:* 1-50/100/250 m (in atmosphere only)

*Damage:* 4D





## Aegis Combat Shuttle



**Craft:** Telgorn Corp. *Aegis*-class Combat Shuttle  
**Alignment:** General / Rebel Alliance  
**Era:** Rise of the Empire  
**Source:** Rules of Engagement: The Rebel SpecForce

Handbook (pages 47-48)

**Type:** Ship-to-ship combat transport

**Scale:** Starfighter

**Length:** 29 meters

**Skill:** Space transports: Aegis shuttle

**Crew:** 2, gunners: 2, skeleton: 1/+10

**Crew Skill:** Varies widely

**Passengers:** 6

**Cargo Capacity:** 120 metric tons

**Consumables:** 4 days

**Cost:** 40,000 (used)

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 6D

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 45/2D

*Search:* 60/2D+2

*Focus:* 4/3D

**Weapons:**

**2 Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**2 Concussion Missile Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 7D

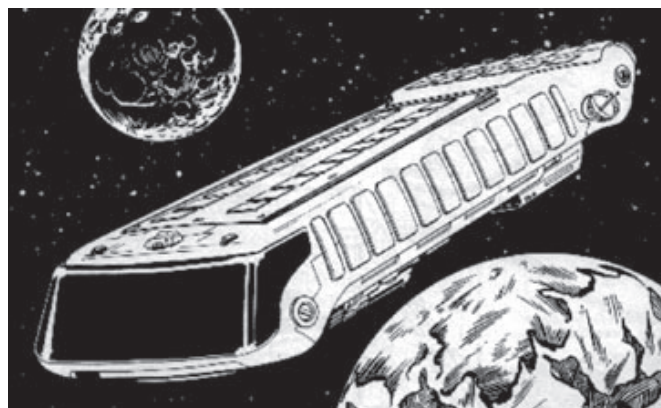
## Med Runner

**Craft:** SoroSuub *Sprint*-class Rescue Craft

**Alignment:** General

**Era:** Rebellion

**Type:** Fast response emergency ship



**Scale:** Starfighter

**Length:** 30 meters

**Skill:** Space transports: Sprint rescue craft

**Crew:** 3, skeleton: 1/+10

**Crew Skill:** Astrogation 4D+2, sensors 6D, space transports 5D, starship shields 4D+2, first aid 6D+1

**Passengers:** 5 (medics), 40 (patients)

**Cargo Capacity:** 2 metric tons

**Consumables:** 1 month

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D+1

**Space:** 9

**Atmosphere:** 400; 1,150 km/h

**Hull:** 3D+1

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

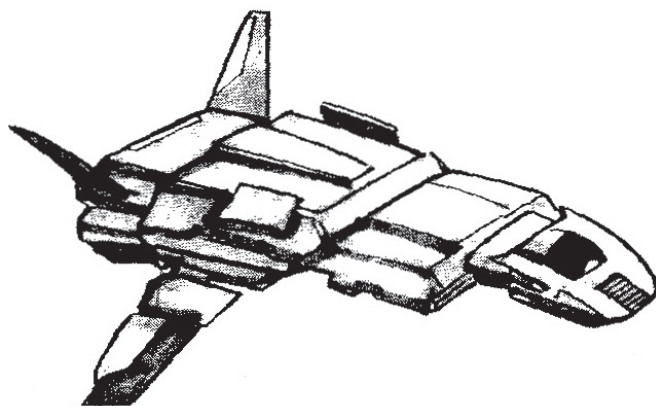
*Scan:* 80/1D+2

*Search:* 130/2D

*Focus:* 6/3D

**Life-Form Indicators:** Med runners have sophisticated life-form sensors to find survivors in starship wreckage. Sensor operators receive a +1D+2 bonus when in focus mode and searching for life-forms only.

## Kleeque Transport



**Craft:** Corellian Engineering's *Kleeque*-class Inter-system Transport

**Alignment:** Rebel Alliance

**Era:** Rebellion

**Source:** Rules of Engagement: The Rebel SpecForce

Handbook (page 49)

**Type:** Modified ferry-regimental troopship

**Scale:** Starfighter

**Length:** 250 meters

**Skill:** Space transports: Kleeque transport

**Crew:** 16, skeleton: 4/+10

**Crew Skill:** Varies

**Passengers:** 1,000

**Cargo Capacity:** 5,000 metric tons

**Consumables:** 1 month

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 480; 800 km/h

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/2D+2

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D+2

## MT/191 Drop-Ship

**Craft:** Meller & Dax MT/191 Drop-Ship

**Alignment:** Empire / Rebel Alliance

**Era:** Rebellion

**Source:** Imperial Sourcebook (page 137), Rules of Engagement: The Rebel SpecForce Handbook (pages 104-105)

**Type:** Special-purpose shuttle and troop transport

**Scale:** Starfighter

**Length:** 52.5 meters

**Skill:** Space transports: drop-ship

**Crew:** 1

**Crew Skill:** Varies greatly

**Passengers:** 160

**Cargo Capacity:** 200 metric tons

**Consumables:** 1 day

**Cost:** Not available for sale

**Space:** 10 (drop), 2 (return)

**Atmosphere:** 415; 1,200 km/h (drop), 225; 650 km/h (return)

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 20/1D

*Search:* 30/1D+2

*Focus:* 1/2D+2

**Weapons:**

**Light Laser Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 1D

## F7 "Landing Brick" Drop-Ship



**Craft:** Kuat Drive Yards F7 Drop-ship

**Alignment:** Empire

**Era:** Rebellion

**Source:** The Thrawn Trilogy Sourcebook (page 242), Rules of Engagement: The Rebel SpecForce Handbook (page 105)

**Type:** Medium troop drop-ship

**Scale:** Starfighter

**Length:** 60 meters

**Skill:** Space transports: drop-ship

**Crew:** 3

**Crew Skill:** Space transports 4D, starship gunnery 3D+1, starship shields 3D

**Passengers:** 40

**Cargo Capacity:** 250 metric tons

**Consumables:** 2 days (emergency rations)

**Cost:** Not available for sale

**Space:** 10 (during drop), 2 (on return flight)

**Atmosphere:** 415; 1,200 km/h (during drop), 225; 650 km/h (on return flight)

**Hull:** 5D

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 20/1D

*Search:* 30/1D+2

*Focus:* 1/2D+2

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D

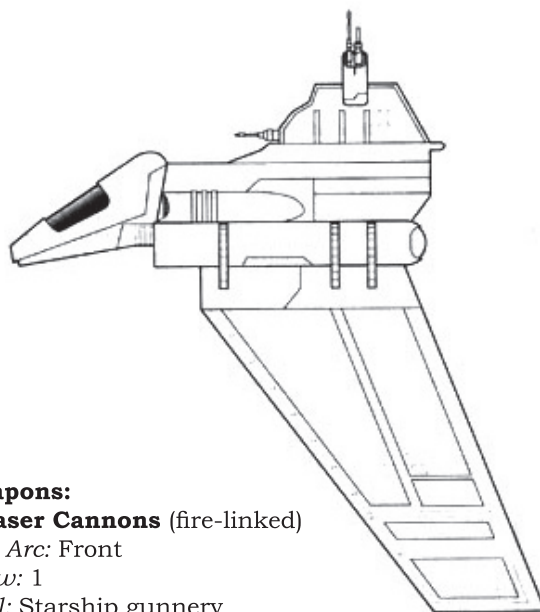
*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 3D+2

## Zeta Shuttle

**Craft:** Telgorn Corp *Zeta*-class Long-Range Shuttle  
**Alignment:** General  
**Era:** Rebellion  
**Type:** *Zeta*-class long-range shuttle  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports  
**Crew:** 2  
**Crew Skill:** Astrogation 3D+2, space transports 4D+2  
**Passengers:** 10  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 4 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 40/2D  
*Search:* 60/3D  
*Focus:* 3/4D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D



**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-2/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D+1

## Mu-3 Shuttle

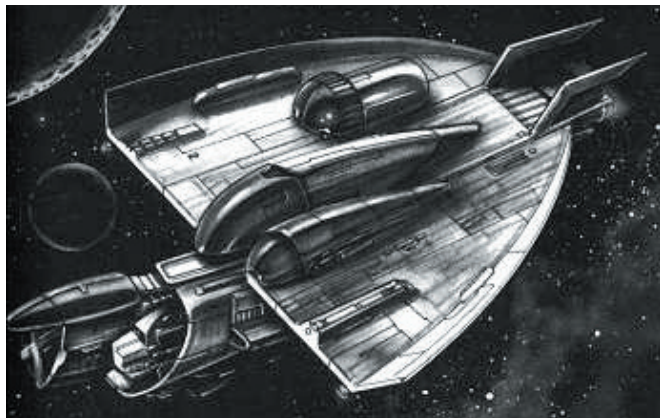
**Craft:** Sienar Fleet Systems Mu-3 Shuttle  
**Alignment:** Empire  
**Era:** Rebellion  
**Source:** Rules of Engagement: The Rebel SpecForce Handbook (page 104)  
**Type:** Long range shuttle  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports  
**Crew:** 2  
**Passengers:** 40  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Crew:* 1 (co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Mu-2 Shuttle

**Craft:** Sienar Fleet Systems Mu-2 class Shuttle  
**Alignment:** Empire  
**Era:** Rebellion  
**Type:** Long range shuttle  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: Lambda-C  
**Crew:** 2  
**Passengers:** 14 (troops)  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 6 months  
**Cost:** 30,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x20  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 50/2D  
*Search:* 60/2D  
*Focus:* 3/3D



## Mneffe Superluminal Passenger Shuttle



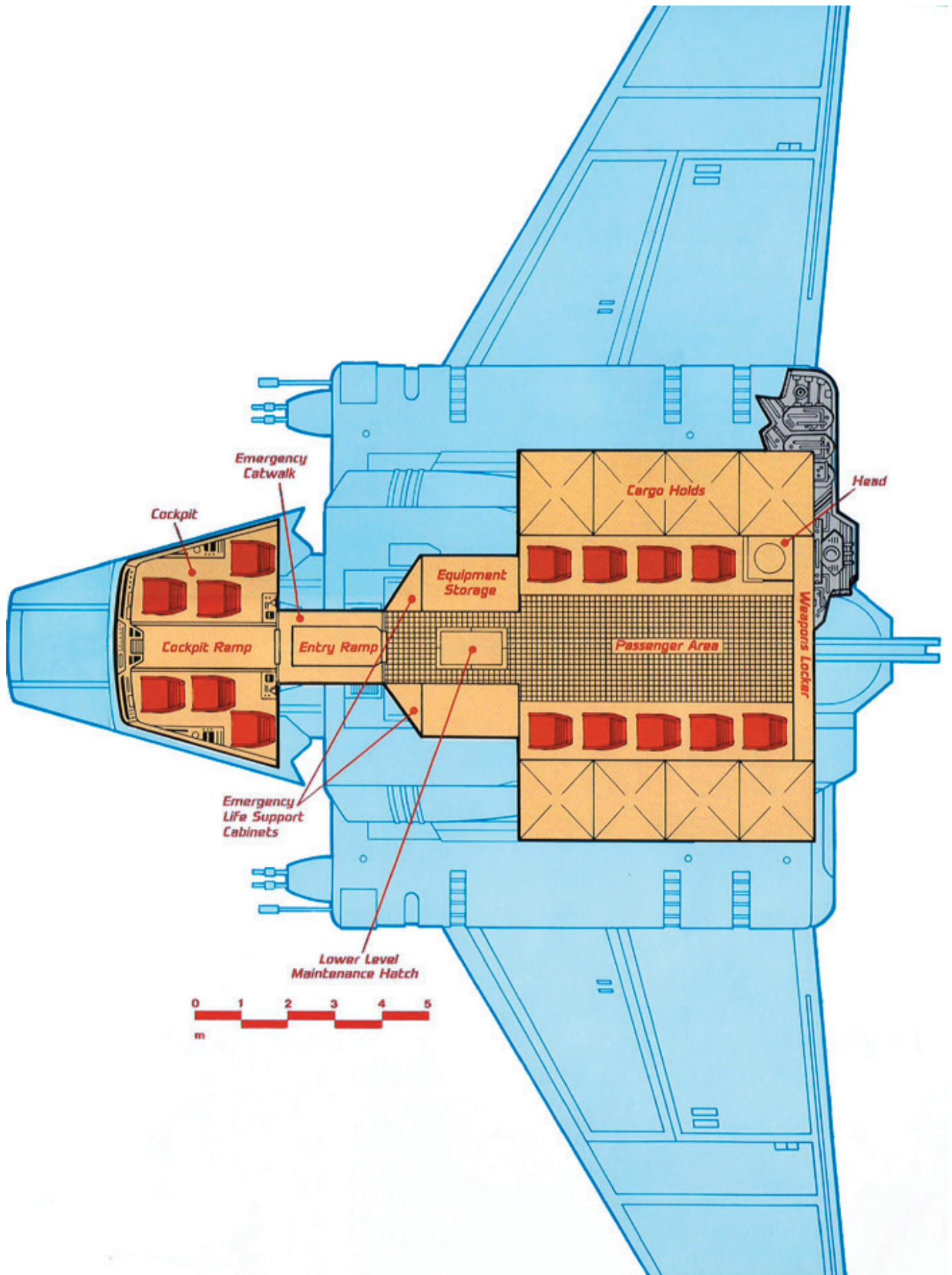
**Craft:** DuroTech *Mneffe*-class Superluminal  
**Alignment:** General  
**Era:** Rebellion  
**Type:** Rapid passenger shuttle  
**Scale:** Starfighter  
**Length:** 27 meters  
**Skill:** Space transports: Mneffe Superluminal  
**Crew:** 2, gunners: 1, skeleton 1/+10  
**Passengers:** 6  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 1 month  
**Cost:** 200,000 credits (new), 100,000 credits (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 4D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**Double Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1 (can be fired from cockpit at fire control 0D)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Lambda Shuttle

**Craft:** Sienar Fleet Systems Shuttle  
**Alignment:** Empire  
**Era:** Rebellion  
**Source:** The Thrawn Trilogy Sourcebook (pages 237-238), *Starships of the Galaxy* (pages 69-70), *The Essential Guide to Vehicles and Vessels* (pages 100-101)  
**Type:** *Lambda*-class Shuttle  
**Scale:** Starfighter

**Length:** 20 meters  
**Skill:** Space transports: *Lambda* Shuttle  
**Crew:** 2 (2 can coordinate), gunners: 4, Skeleton: 1/+10  
**Crew skill:** Space transports 5D, starship gunnery 5D, starship shields 4D  
**Passengers:** 10 (modifiable to hold up to 20)  
**Cargo capacity:** 80 metric tons  
**Consumables:** 2 months  
**Cost:** No available for sale (500,000 credits aprox.)  
**Hyperdrive multiplier:** x1  
**Hyperdrive backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 4D  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 80/2D  
*Focus:* 4/2D+2  
**Weapons:**  
**3 Double Blaster Cannons**  
*Fire arc:* 2 front, 1 back  
*Crew:* 3  
*Skill:* Starship gunnery  
*Fire control:* 2D  
*Space range:* 1-3/12/25  
*Atmosphere range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**2 Double Laser Cannons** (Fire-linked)  
*Fire arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire control:* 3D+1  
*Space range:* 1-4/12/25  
*Atmosphere range:* 100-400/1.2/2.5 km  
*Damage:* 4D







## Svelte Shuttle

**Craft:** Silviut Corporation *Svelte*-class Shuttle

**Alignment:** Empire

**Era:** New Republic

**Source:** The Jedi Academy Sourcebook (pages 128-130),  
Starships of the Galaxy (page 73)

**Type:** *Svelte*-class shuttle

**Scale:** Starfighter

**Length:** 17 meters

**Skill:** Space transports: *Svelte* shuttle

**Crew:** 2 (can coordinate), gunners: 4, skeleton: 1/+5

**Crew Skill:** Space transports 5D, starship gunnery  
4D+2, starship shields 4D+1

**Passengers:** 15

**Cargo Capacity:** 50 metric tons

**Consumables:** 2 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x5

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D+2

**Shields:** 2D

**Sensors:**

*Passive:* 30/0D

*Scan:* 45/1D

*Search:* 80/2D

*Focus:* 4/2D+2

**Weapons:**

**2 Double Blaster Cannons**

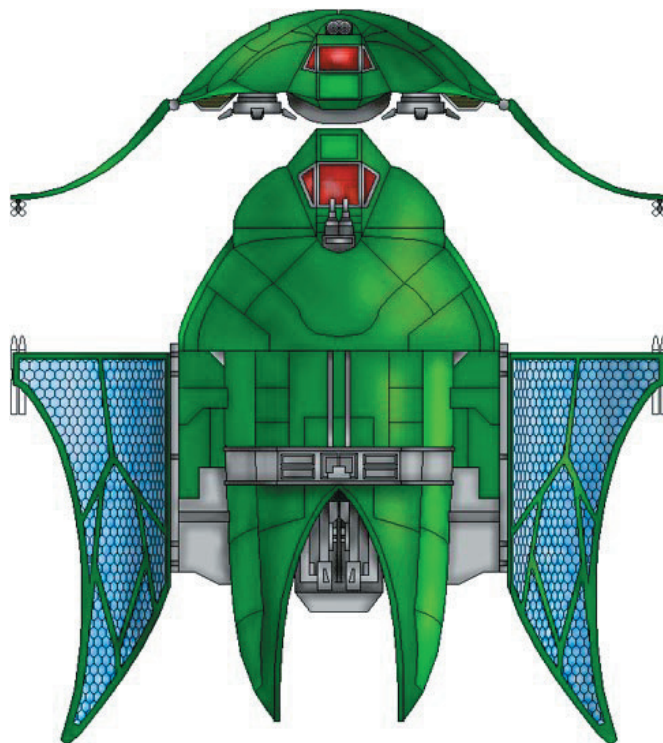
*Fire Arc:* 1 front, 1 back

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/28



*Atmosphere Range:* 100-300/1.2/2.8 km

*Damage:* 5D

**2 Double Laser Cannons** (fire-linked)

*Fire Arc:* Back

*Crew:* 2

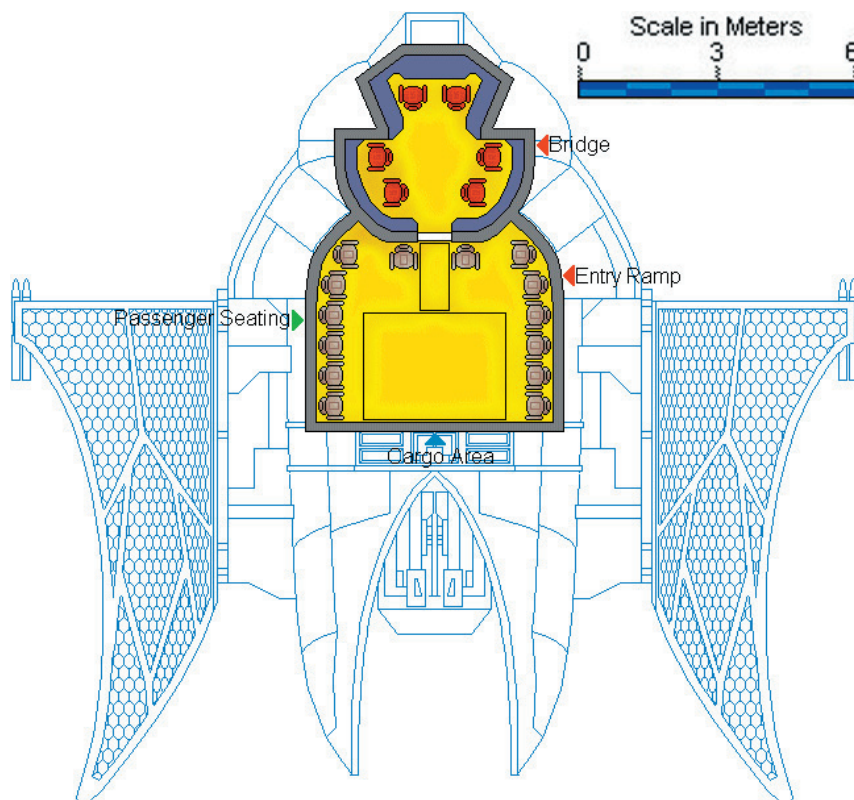
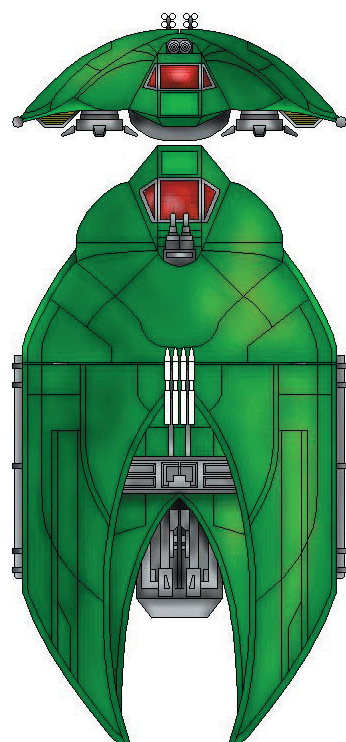
*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-8/14/30

*Atmosphere Range:* 100-800/1.4/30 km

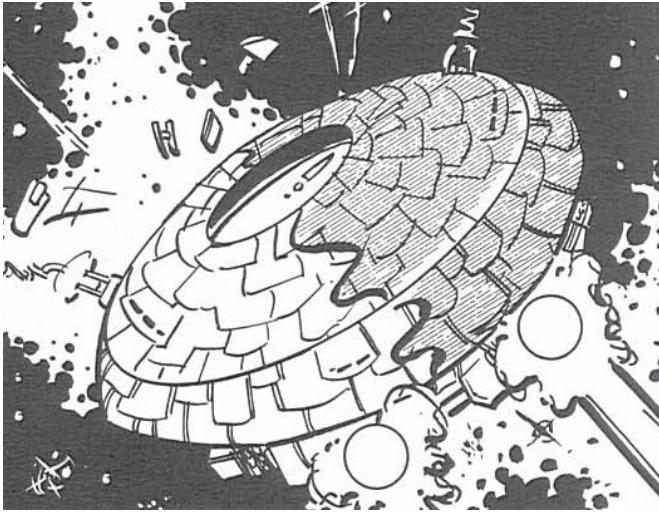
*Damage:* 4D+1





## Military Transports

### Ugor Battle-Wagon



**Craft:** Ugor Salvage Company *Captain's Pride*  
**Alignment:** Ugor  
**Era:** Old Republic  
**Source:** Scavenger Hunt (page 6)  
**Type:** *Black-hole* class salvage dreadnaught  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Space transports: *Black-hole* dreadnaught  
**Crew:** 48  
**Crew Skill:** All skills 4D  
**Passengers:** 0  
**Cargo Capacity:** 3,000 metric tons  
**Consumables:** 4 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 2  
**Atmosphere:** 225; 650 km/h  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 30/1D  
*Search:* 40/1D+2  
*Focus:* 1/2D  
**Weapons:**  
**16 Antique Torpedo Launchers**  
*Fire Arc:* All  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/2/5  
*Atmosphere Range:* 10-50/200/500 m  
*Damage:* 4D

## Jedi Justice Cruiser

**Craft:** Republic Shipyards Jedi Justice Cruiser  
**Alignment:** Jedi Order / General  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (page 61)  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 68 meters  
**Skill:** Space transports: Jedi Justice Cruiser  
**Crew:** 5  
**Crew Skill:** 7D in all applicable skills  
**Passengers:** 7  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 3 months  
**Cost:** 775,000 (new), 525,000 (used)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 2D+2  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 60/2D  
*Search:* 85/2D+2  
*Focus:* 5/4D  
**Weapons:**  
**Double Turbolaser Cannon**  
*Fire Arc:* Turret  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Ion Cannon**  
*Fire Arc:* Front  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 5D  
**2 Concussion Missile Launchers**  
*Fire Arc:* Front  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Ammo:* 16 missiles each  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 100/300/700 m  
*Damage:* 9D

## Coruscant Heavy Courier

**Craft:** Corellia StarDrive *Coruscant*-class Heavy Courier  
**Alignment:** Old Republic / General  
**Era:** Old Republic  
**Source:** Tales of the Jedi Companion (page 116), The Essential Guide to Vehicles and Vessels (pages 122-123)

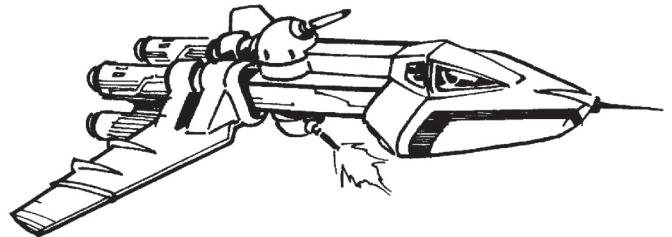


**Type:** Heavy courier  
**Scale:** Starfighter  
**Length:** 150 meters  
**Skill:** Space transports: Coruscant Heavy Courier  
**Crew:** 1, gunners: 1  
**Passengers:** 6  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 2 weeks  
**Cost:** 50,000 (new), 23,000 (used)  
**Hyperdrive Multiplier:** x11  
**Hyperdrive Backup:** x17  
**Maneuverability:** 3D  
**Space:** 4  
**Atmosphere:** 275; 850 km/h  
**Hull:** 3D  
**Shields:** 4D  
**Sensors:**  
*Passive:* 26/1D  
*Scan:* 50/3D  
**Weapons:**  
**Pulse-Wave Cannon**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-2/7/12  
*Atmosphere Range:* 25-75/150/200 m  
*Damage:* 5D  
**3 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 1-3/10/18  
*Atmosphere Range:* 50-100/200/300 m  
*Damage:* 9D  
**4 Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/2/6  
*Atmosphere Range:* 25-50/70/90 m  
*Damage:* 8D  
**2 Short-range Concussion-sphere Launchers**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-2/4/6  
*Atmosphere Range:* 20-40/60/100 m  
*Damage:* 7D

## TIS Zeta 19

**Craft:** CSA TIS Zeta 19  
**Alignment:** Corporate Sector Authority / General  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 100-101)  
**Type:** Light aerospace patrol fighter  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Space transports: TIS Zeta 19  
**Crew:** 1, gunners: 1  
**Crew Skill:** Space transports: 3D+1, starship gunnery 2D+2  
**Passengers:** 2  
**Cargo Capacity:** 200 kilograms  
**Consumables:** 1 day  
**Cost:** 45,000 (new), 4,500 (used)  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 2D+2  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 15/1D  
*Search:* 20/1D+1  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons** (fire linked)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Warpod #2



**Craft:** Ulig Abaha Ltd. #2 Warpod  
**Alignment:** Corporate Sector Authority  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (page 101), Pirates & Privateers (page 52)  
**Type:** Pinnace  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: Warpod  
**Crew:** 1, gunners: 4  
**Crew Skill:** Space transports: 3D, starship gunnery 3D+2, starship shields 1D  
**Troops:** 6 (troops)  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 1 day  
**Cost:** 23,000

**Maneuverability:** 2D+1

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 3D

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/+1

*Search:* 50/1D+1

*Focus:* 2/2D

**Weapons:**

**2 Laser Cannons** (may be fire-linked)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D (6D if fire-linked)

**Plasma Torch Boarding Device\***

*Fire Arc:* Bottom

*Crew:* 2

*Skill:* Starship gunnery: plasma torch

*Fire Control:* 0D

*Space Range:* 4 meters

*Damage:* 8D

**Note:** The plasma torch boarding device is mounted on a ship's airlock system. The controls are just inside the main airlock. Roll the target ship's hull -2D; if the torches roll scores a "lightly damaged" result, it has breached the hull. Once the hull is breached, the torch requires a full minute to cut a one-meter-wide-by-two-meter-high hole. The extendable boarding tube attaches to the hull and forms and airtight seal in 30 seconds.

## MRX-BR Pacifier

**Craft:** Sydon Vehicle Works MRX-BR Pacifier Combat/Contact Vessel

**Alignment:** Empire / General

**Era:** Rise of the Empire

**Source:** Lord of the Expanse: Gamemaster Guide (page 42)

**Type:** Exploration fighter

**Scale:** Starfighter

**Length:** 25 meters

**Skill:** Space transports

**Crew:** 1

**Passengers:** 3

**Cargo Capacity:** 24 metric tons

**Consumables:** 1 year

**Cost:** 170,000 (new)

**Nav Computer:** Yes

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Maneuverability:** 1D

**Space:** 7

**Atmosphere:** 600; 1,200 km/h

**Hull:** 2D

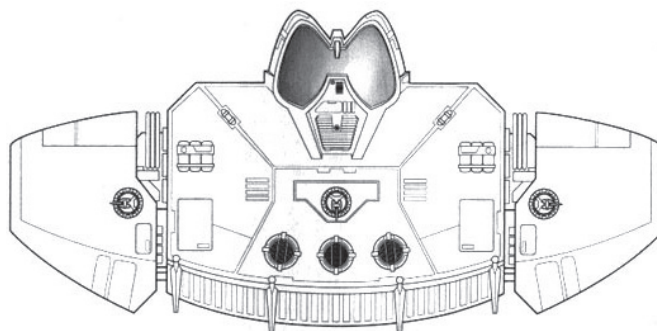
**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 120/3D



*Focus:* 10 /3D+2

**Weapons:**

**3 Laser Cannons**

*Fire Arc:* 1 rear, 1 left, 1 right

*Crew:* 1 each (can be fired remotely from cockpit)

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D

**2 Proton Torpedo Launchers**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 9D

## Firespray Patrol/Attack Craft

**Craft:** Kuat Systems Engineering *Firespray*-class Patrol Vessel

**Alignment:** General





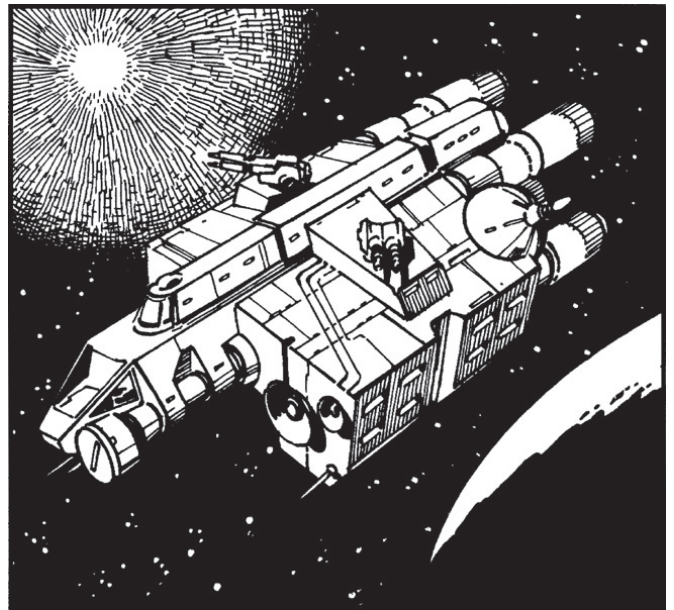
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 75), Starships of the Galaxy (page 81), The Essential Guide to Vehicles and Vessels (pages 144-145)  
**Scale:** Starfighter  
**Length:** 21.5 m  
**Skill:** Space transports: Firespray patrol/attack craft  
**Crew:** 1; gunners: 2  
**Passengers:** 4  
**Cargo Capacity:** 70 metric tons  
**Consumables:** 1 month  
**Cost:** 120,000 (new); 45,000 (used)  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 50/1D+1  
*Focus:* 2/2D  
**Weapons:**  
**2 Twin-Mounted Blaster Cannons** (fire separately)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 4D

## SkySlayer Light Assault Ship

**Craft:** Aratech SkySlayer  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Scavenger Hunt (page 16)  
**Type:** Light assault ship  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: SkySlayer  
**Crew:** 7  
**Crew Skill:**  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 4 months  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 15/1D  
*Search:* 20/1D+1  
*Focus:* 2/3D  
**Weapons:**  
**2 Quad Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1

*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**4 Blaster Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

## RX4 Patrol Ship



**Craft:** Trianii RX4 Patrol Ship  
**Alignment:** Trianii Rangers  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 99-100), Pirates & Privateers (page 77)  
**Type:** Light patrol craft  
**Scale:** Starfighter  
**Length:** 33 meters  
**Skill:** Space transports: RX4 Scout Ship  
**Crew:** 2, gunners: 2, skeleton: 1/+5  
**Crew Skill:** Astrogation 3D+2, space transports: RX4 4D+1, starship gunnery 5D+2, starship shields 4D  
**Passengers:** 6  
**Cargo Capacity:** 30 metric tons  
**Consumables:** 2 years  
**Cost:** Not for sale  
**Hyperdrive:** x1  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 4  
**Atmosphere:** 295; 850 km/h  
**Hull:** 5D  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 35/1D+1

*Search:* 80/2D+1

*Focus:* 2/3D

**Weapons:**

**2 Twin Turbolasers** (may be fire linked)

*Fire Arc:* Turret

*Crew:* 1 (may be locked forward but fire control is 0)

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 100-500/1.5/2 km

*Damage:* 4D (5D when fire-linked)

**Ion Cannon\***

*Fire Arc:* Back

*Scale:* Capital

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D+1

\* The ion cannon draws off a special power generator and can only fire once per day.

**Atmosphere:** 295; 850 km/h

**Hull:** 3D+1

**Shields:** 3D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/4D

*Focus:* 4/4D+1

**Weapons:**

**6 Heavy Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.3/2.5 km

*Damage:* 5D

## Light Privateer Frigate

**Craft:** Modified Rendili StarDrive's Customs Frigate

**Alignment:** Privateers

**Era:** Rise of the Empire

**Source:** The Best of the Adventure Journals: Issues 1-4 (page 120)

**Type:** Converted customs vessel

**Scale:** Starfighter

**Length:** 40 meters

**Skill:** Space transports: light frigate

**Crew:** 6, gunners: 6, skeleton: 3/+10

**Crew Skill:** Astrogation 3D+2, sensors 3D, space transports 4D+1, starship gunnery 4D, starship shields 4D

**Passengers:** 6

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Cost:** 1 million (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 3D+1

**Shields:** 3D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/4D

*Focus:* 4/4D

**Weapons:**

**4 Heavy Laser Cannons**

*Fire Arc:* 2 front, 1 left, 1 right

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.3/2.5 km

*Damage:* 5D

**Ion Cannon**

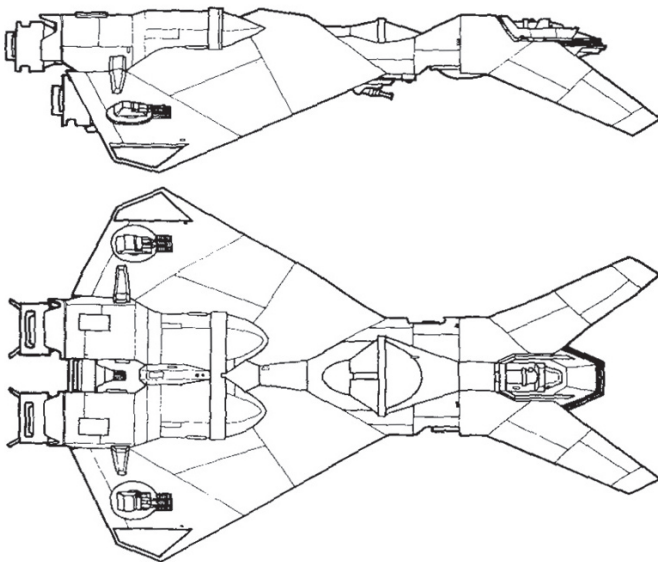
*Fire Arc:* Front

*Crew:* 1 to 3

*Skill:* Starship gunnery

*Fire Control:* 3D

## Imperial Customs Frigate



**Craft:** Rendili StarDrive's Imperial Customs Frigate

**Alignment:** Empire

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 83)

**Type:** Imperial customs vessel

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports: Imperial customs frigate

**Crew:** 6, gunners: 6, skeleton: 3/+10

**Crew Skill:** Varies, generally 4D

**Passengers:** 10

**Cargo Capacity:** 100 metric tons

**Consumables:** 3 months

**Cost:** Whatever the black market can bear

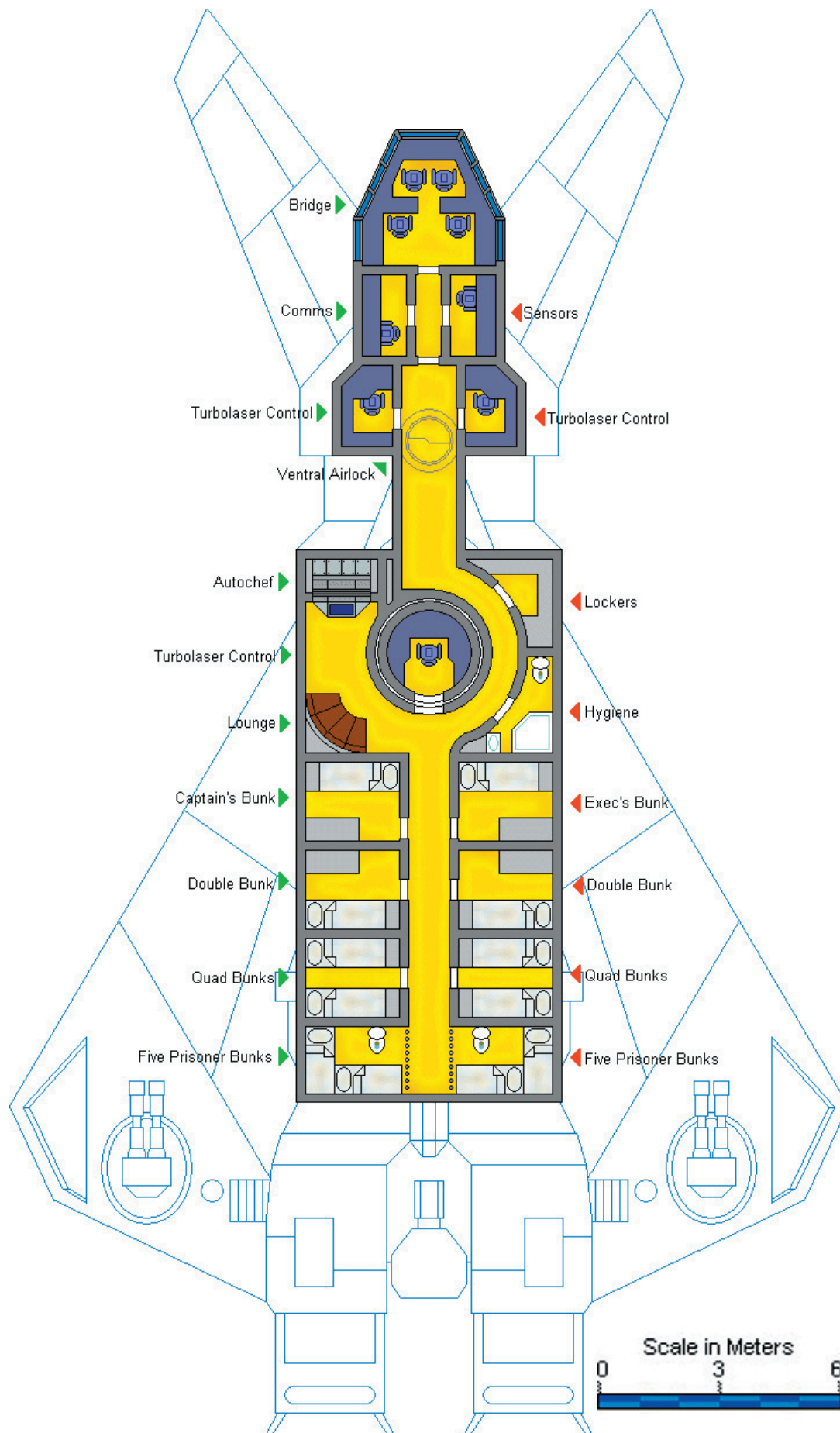
**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D

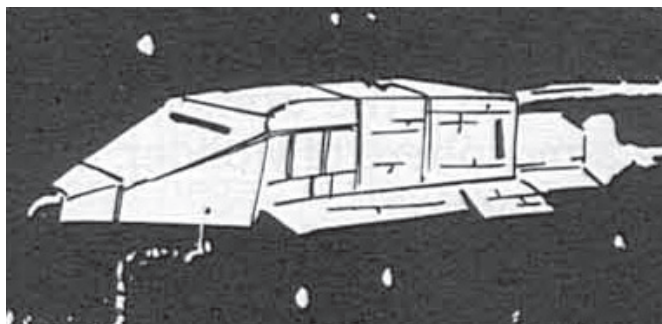
**Space:** 5





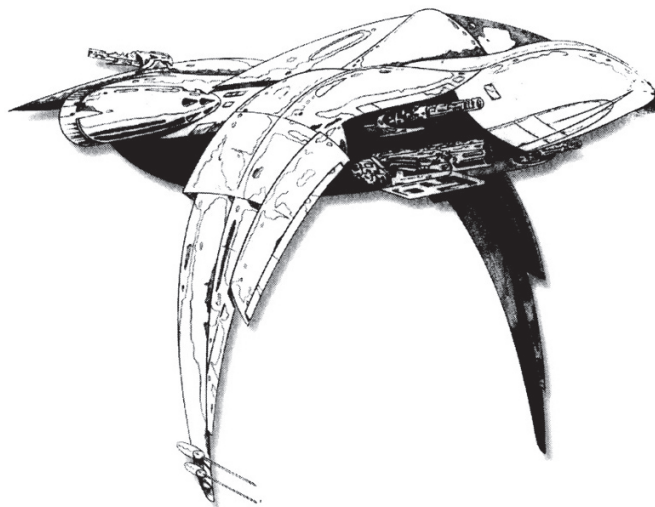
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 3D  
**Tractor Beam Emplacement**  
*Fire Arc:* Front  
*Crew:* 1 or 2  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.3/2.5 km  
*Damage:* 3D

## Armored Transport



**Craft:** Kuat Drive Yards Armored Transport  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 68)  
**Type:** Medium freighter  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Imperial armored transport  
**Crew:** 10  
**Crew Skill:** Varies widely  
**Passengers:** 20 (troops)  
**Cargo Capacity:** 30,000 metric tons  
**Consumables:** 3 months  
**Cost:** 240,000 (new), 110,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Laser Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Law Light Patrol Craft



**Craft:** Kuat Drive Yards *Law*-class Light Patrol Craft  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (page 81)  
**Type:** Advanced scout patrol craft  
**Scale:** Starfighter  
**Length:** 51 meters  
**Skill:** Space transports: Law patrol craft  
**Crew:** 15, skeleton: 4/+5  
**Crew Skill:** Varies, typically 3D-5D  
**Passengers:** 10 (brig)  
**Cargo Capacity:** 250 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D+1  
**Weapons:**  
**4 Laser Cannons**  
*Fire Arc:* 2 front, 2 turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Proton Torpedo Launcher**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 0D  
*Space Range:* 1-5/10/15  
*Atmosphere Range:* 100-500/1/1.5 km  
*Damage:* 9D

## Guardian Light Cruiser

**Craft:** Sienar Fleet Systems *Guardian*-class light cruiser

**Alignment:** Empire

**Era:** Rise of the Empire

**Source:** Core Rulebook (page 256), *Pirates & Privateers* (page 84)

**Type:** Inter-system customs vessel

**Scale:** Starfighter

**Length:** 42 meters

**Skill:** Space transports: Guardian cruiser

**Crew:** 16 (3 can coordinate), gunners: 4, skeleton: 8/+10

**Crew Skill:** Space transports 5D, starship gunnery 5D+2, starship shields 5D+1

**Passengers:** 6 (prisoners in brig)

**Cargo Capacity:** 200 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 9

**Atmosphere:** 400; 1,150 km/h

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/4D

*Focus:* 4/4D+1

**Weapons:**

**4 Laser Cannons**

*Fire Arc:* 2 front, 2 turret

*Crew:* 1

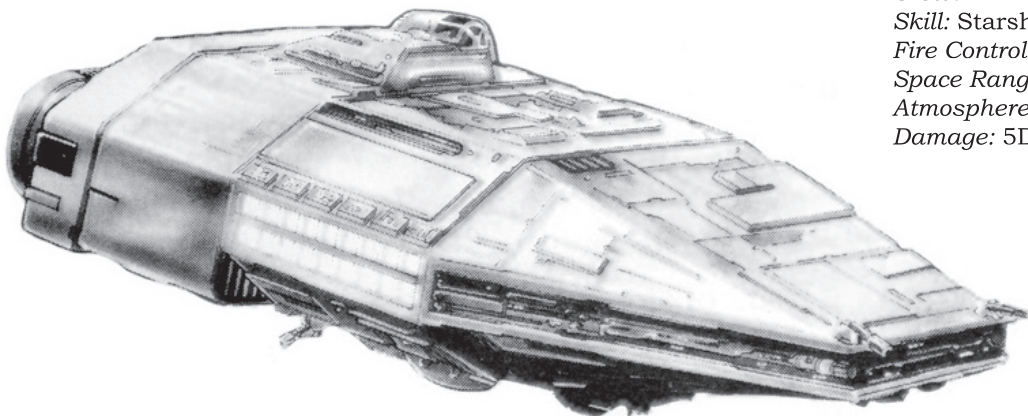
*Skill:* Starship gunnery

*Fire Control:* 2D+2

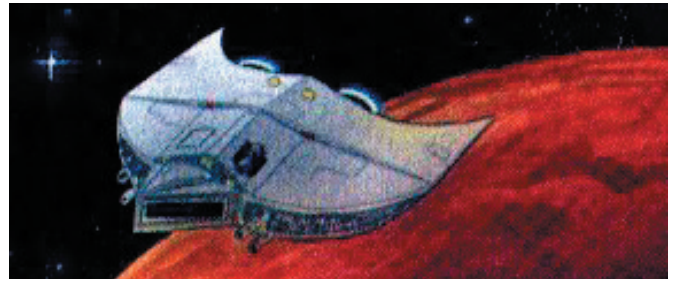
*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D



## Mansk Escort Frigate



**Craft:** Tallaani Shipyards *Mansk*-class Escort Frigate

**Alignment:** General / Rebel Alliance

**Era:** Rise of the Empire

**Type:** Light escort frigate

**Scale:** Starfighter

**Length:** 100 meters

**Skill:** Space transports: Mansk escort frigate

**Crew:** 5, gunners: 7, skeleton 2/+10

**Crew Skill:** Space transports 5D, starship shields 4D+2, starship gunnery 5D

**Passengers:** 30 (troops)

**Cargo Capacity:** 80 metric tons

**Consumables:** 2 month

**Cost:** 135,000 credits (used only)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 5D+2

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/3D

*Focus:* 4/4D

**Weapons:**

**6 Double Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D+1

*Space Range:* 1-3/12/25

*Atmosphere:* 100-300/1.2/2.5 km

*Damage:* 5D

**Ion Cannon**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

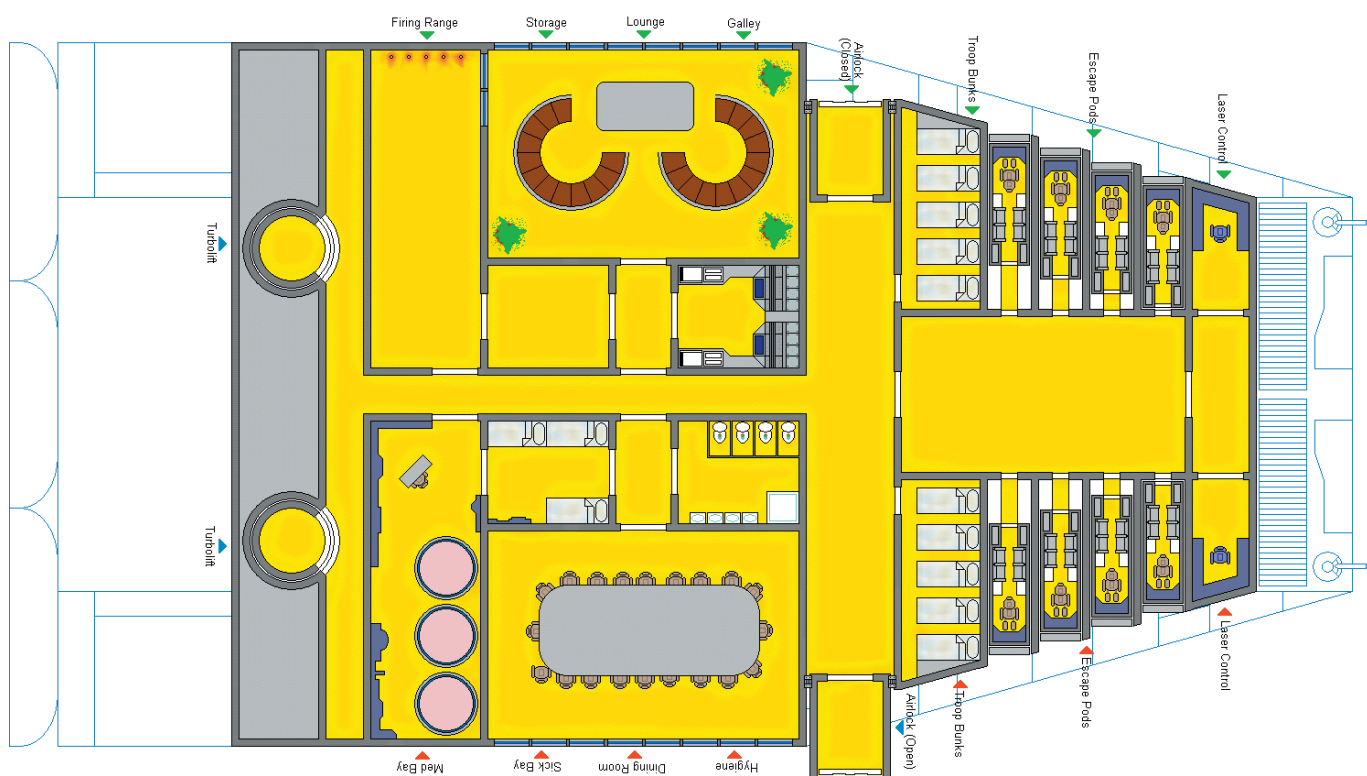
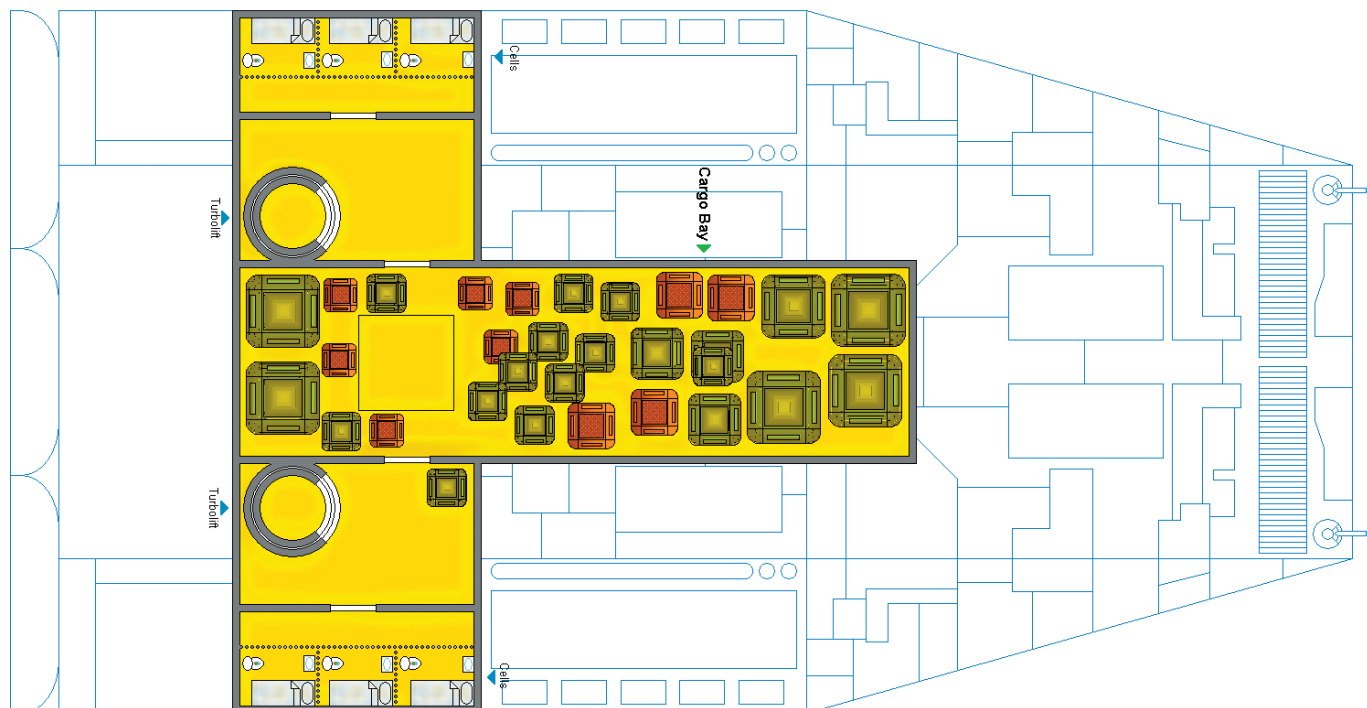
*Fire Control:* 2D

*Space Range:* 1-3/7/36

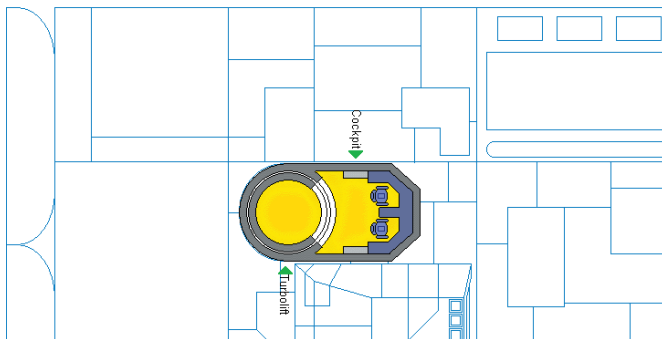
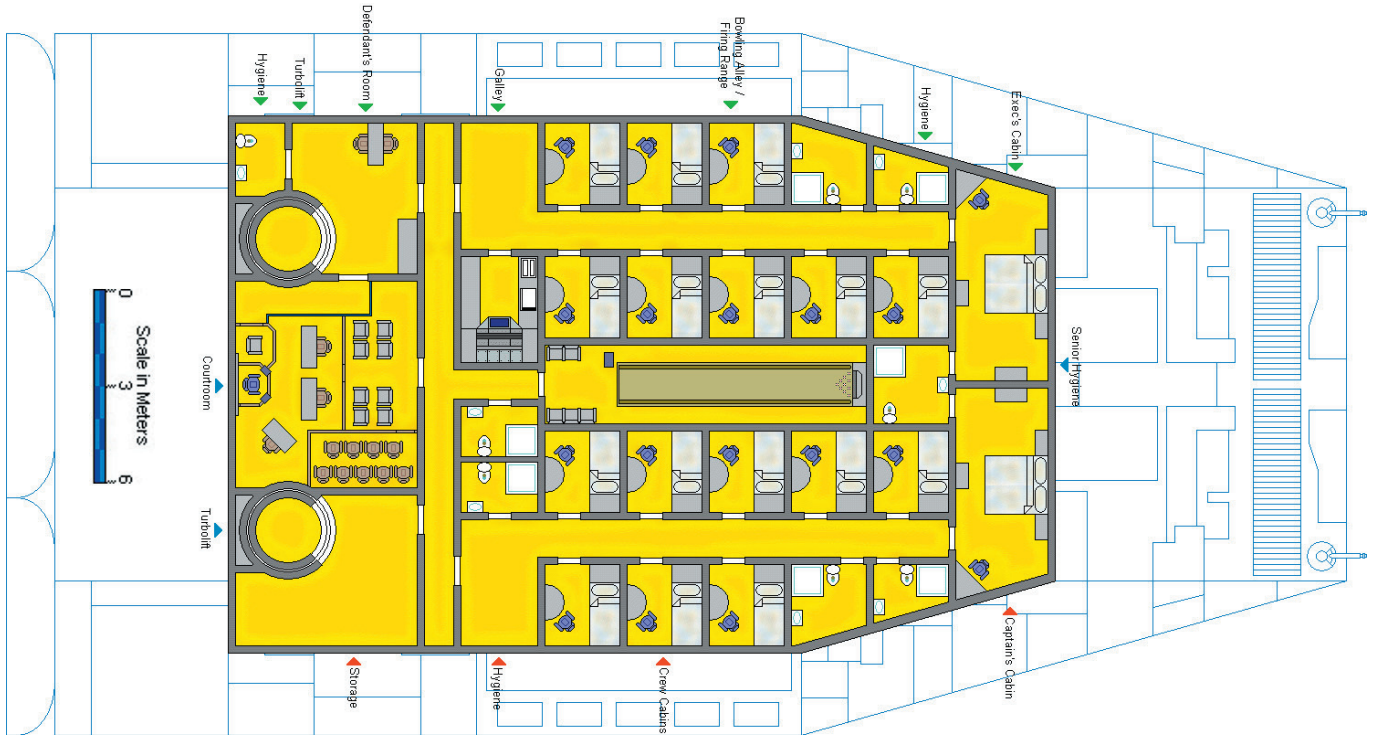
*Atmosphere:* 100-300/700/3.6 km

*Damage:* 3D

## Guardian Light Cruiser







**Hyperdrive Multiplier:** x1.5 or x2

**Hyperdrive Backup:** x8

**Maneuverability:** 1D+1

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 5D+2

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 100/3D

*Focus:* 5/4D

**Weapons:**

**2 Double Laser Cannons**

*Fire Arc:* 1 front, 1 turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/12/20

*Atmosphere Range:* 100-300/1.2 /2.5 km

*Damage:* 3D

## Y-4 "Raptor" Transport

**Craft:** Incom Corporation Y-4 Military Transport

**Alignment:** Empire / Rebel Alliance / General

**Era:** Rise of the Empire

**Source:** The Essential Guide to Vehicles and Vessels (pages 84-85)

**Type:** Military troop transport

**Scale:** Starfighter

**Length:** 28 meters

**Skill:** Space transports: Y-4 transport

**Crew Skill:** Astrogation 4D, sensors 3D+1, space transports: Y-4 Transport 5D+1, starship gunnery 4D and starship shields 3D.

**Crew:** 1, unners: 2

**Passengers:** 40 (troops)

**Cargo Capacity:** 300 metric tons

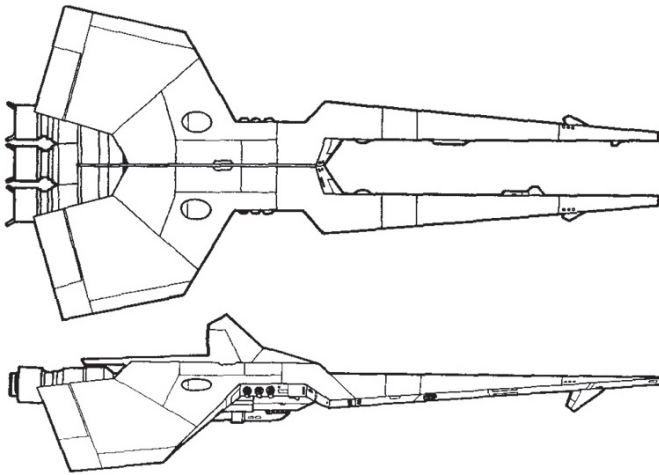
**Consumables:** 1 month

**Cost:** 250,000 (black market) 160,000 (civilian model - carries no weapons)

**Nav Computer:** Yes, astromech droid adds +1D to astrogation roll



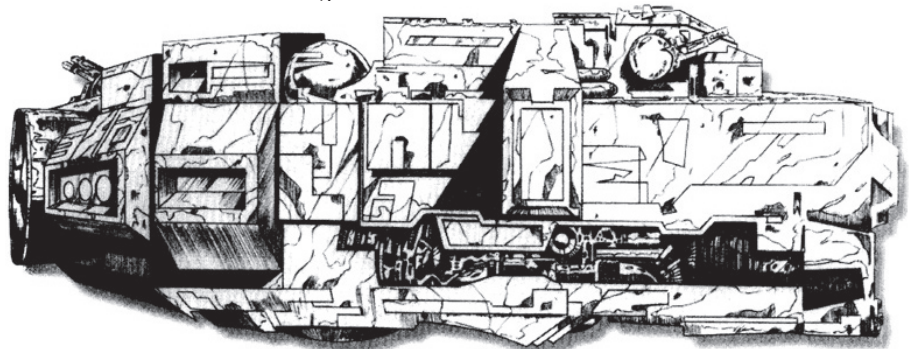
## Light Corvette



**Craft:** Rendili StarDrive's Light Corvette  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 6: Tramp Freighters (pages 76-77), Pirates & Privateers (page 83)  
**Type:** Imperial customs vessel  
**Scale:** Starfighter  
**Length:** 180 meters  
**Skill:** Space transports: light corvette  
**Crew:** 52, gunners: 6, skeleton: 18/+10  
**Crew Skill:** Space transports 5D, starship gunnery 5D+2, starship shields 5D+1  
**Passengers:** 20  
**Cargo Capacity:** 500 metric tons  
**Consumables:** 2 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 5D+1  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D+1  
**Weapons:**  
**6 Double Turbolaser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 300-1.5/3.5/7.5 km  
*Damage:* 4D

## PB-950 Patrol Boat

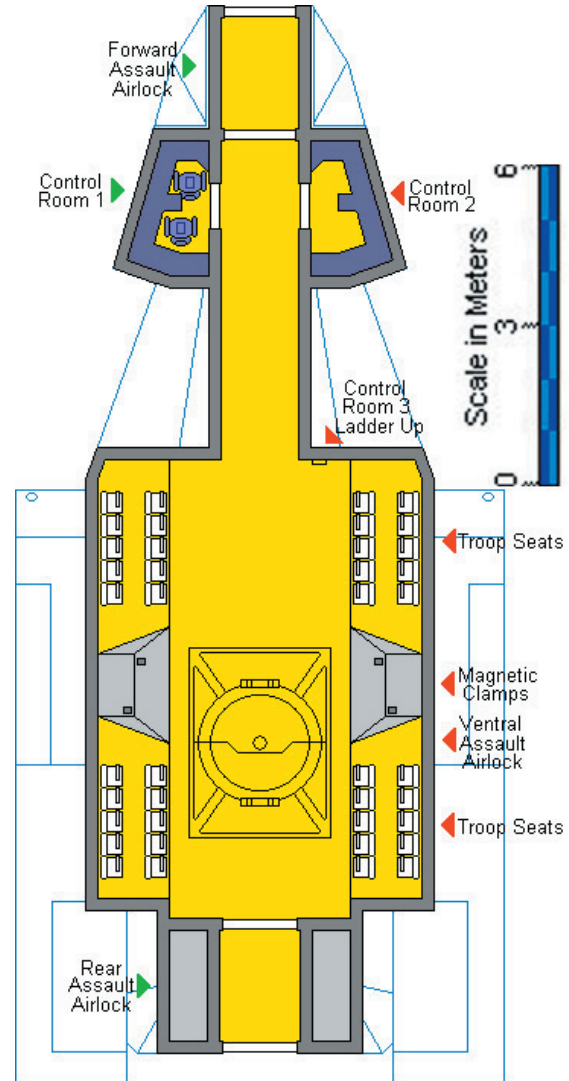
**Craft:** Corellian PB-950  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Source:** Pirates & Privateers (pages 81-82)  
**Type:** Stock patrol boat  
**Scale:** Starfighter  
**Length:** 37 meters  
**Skill:** Space transports: PB-950 patrol boat  
**Crew:** 2, gunners: 2  
**Passengers:** 8  
**Cargo Capacity:** 180 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D+1  
**Weapons:**  
**Quad Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**Concussion Missile Tube**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 9D  
**2 Medium Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Crew:* 1 (pilot or co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D



## Stormtrooper Transport



**Craft:** Telgorn Corporation Dx-9 Transport  
**Alignment:** Empire  
**Era:** Rise of the Empire  
**Type:** Assault fighter/gunboat  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: Dx-9 transport  
**Crew:** 2, gunners: 3  
**Crew Skill:** Astrogation 3D, starship gunnery 4D+1, space transports 4D, starship shields 3D, sensors 3D  
**Passengers:** 40  
**Cargo Capacity:** 60 metric tons  
**Consumables:** 2 months  
**Cost:** Not available for sale (black market: 575,000)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 295; 850 km/h  
**Hull:** 5D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 80/3D  
*Focus:* 4/4D  
**Weapons:**  
**2 Quad Laser Cannons**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 1-300/1.2/2.5 km  
*Damage:* 6D  
**Quad Ion Cannon**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 1-300/700/3.6 km  
*Damage:* 5D  
**2 Proton Torpedo Launchers** (may be linked)  
*Fire Arc:* Front  
*Crew:* Pilot or Co-pilot



*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 100/300/700 m  
*Damage:* 9D

## Conqueror Assault Ship

**Craft:** Surrionian *Conqueror*-class Assault Ship  
**Alignment:** General / Empire  
**Era:** Rebellion  
**Source:** *Pirates & Privateers* (pages 74-75), *The Essential Guide to Vehicles and Vessels* (pages 58-59)  
**Type:** Assault ship  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: Conqueror assault ship  
**Crew:** 2, skeleton: 1/+5  
**Crew Skill:** Varies, typically 3D-5D  
**Passengers:** 1  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes





## Light Patrol Ship

**Craft:** Sienar Fleet Systems Light Patrol Ship

**Alignment:** Empire

**Era:** Rebellion

**Source:** Pirates & Privateers (page 82)

**Type:** Patrol ship

**Scale:** Starfighter

**Length:** 38 meters

**Skill:** Space transports

**Crew:** 3, gunners: 3

**Crew Skill:** Varies, typically 3D-5D

**Passengers:** 8 (brig)

**Cargo Capacity:** 100 metric tons

**Consumables:** 1 month

**Cost:** Not available for sale

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 20/1D

*Scan:* 35/1D+1

*Search:* 80/2D+1

*Focus:* 2/3D

**Weapons:**

**2 Ion Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 4D

**2 Double Laser Cannons** (fire separately)

*Fire Arc:* Turret

*Crew:* 1 (or from cockpit)

*Skill:* Starship gunnery

*Fire Control:* 2D (0D if fired from cockpit)

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 4D+1

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/1D+2

*Search:* 90/2D+2

*Focus:* 4/3D+1

**Weapons:**

**2 Twin Laser Cannons**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D+2

**3 Laser Cannons**

*Fire Arc:* Turret

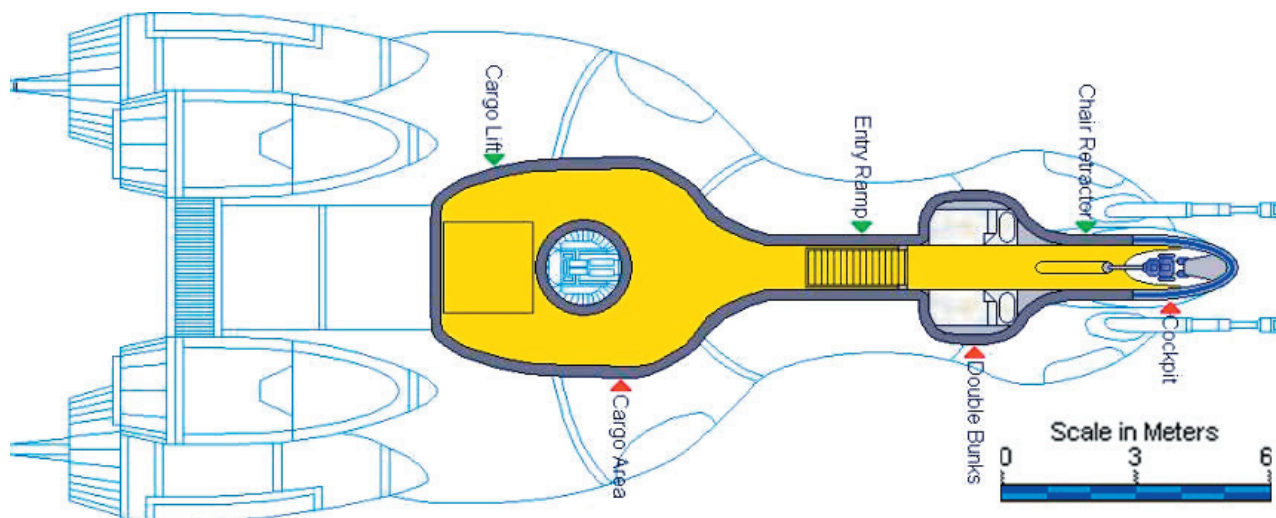
*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D



## Speeder Transport

**Craft:** S&K V-Wing Speeder Transport, Model A  
**Alignment:** New Republic  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (pages 120-121)  
**Type:** Orbital interface transport  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: V-wing transport  
**Crew:** 2, skeleton: 1/+5  
**Crew Skill:** Space transports 5D, starship shields 4D  
**Passengers:** 4(pilots)  
**Cargo Capacity:** 2 metric tons, docking sleeves for 4 V-Wings  
**Consumables:** 3 days  
**Cost:** 175,000 credits  
**Maneuverability:** 1D+2  
**Space:** 4  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 5D  
**Shields:** 2D

*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 3D

### 2 Laser Cannons

*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

**Note:** 3 kilometers from population centers, releases paralysis canisters, each lander carries 100 canisters. Each canister can effect 9 square kilometer area. A Person is conscious but not able to move or talk, immobile. Can last up to 8 hours.

## Speeder Transport, Model B

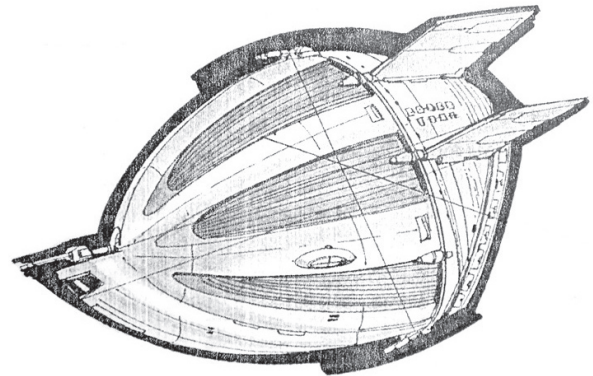
The Model B is identical to the Model A with the following modifications:

**Craft:** S&K V-win Speeder Transport, Model B  
**Length:** 27 meters  
**Passengers:** 6 (pilots)  
**Cargo Capacity:** 4 metric tons (internal), docking sleeves for 6 V-wings  
**Cost:** 195,000

## Ssi-ruuvi Planetary Lander

**Craft:** Ssi-ruuvi D'kee-class Planetary Lander  
**Alignment:** Ssi-ruuk  
**Era:** New Republic  
**Type:** Planetary lander  
**Scale:** Starfighter  
**Length:** 70 meters  
**Skill:** Space transports: D'kee Lander  
**Crew:** 4, gunners: 8, skeleton: 2/+10  
**Crew Skill:** Sensors 3D+2, space transports 5D, starship gunnery 3D+2, starship shields 3D+1  
**Passengers:** 100 (P'weck collectors)  
**Cargo Capacity:** 10,000 humans in confinement pens  
**Consumables:** 1 day  
**Maneuverability:** 1D  
**Space:** 3  
**Atmosphere:** 260; 750 km/h  
**Hull:** 1D+1  
**Shields:** 3D (upon landing), 2D (upon return)  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 20/1D  
*Search:* 30/1D+2  
*Focus:* 1/2D+2  
**Weapons:**  
**6 Light Ion Cannons**  
*Fire Arc:* 3 front, 1 left, 1 right, 1 back  
*Crew:* 1

## Ssi-ruuvi Picket Ship



**Craft:** Ssi-ruuvi Fw'Sen-class Picket Ship  
**Alignment:** Ssi-ruuk  
**Era:** New Republic  
**Source:** The Essential Guide to Vehicles and Vessels (pages 152-153)  
**Type:** Picket ship  
**Scale:** Starfighter  
**Length:** 45 meters  
**Skill:** Space transports: Fw'Sen  
**Crew:** 3 (P'wecks), gunners: 10, Skeleton: 2/+10  
**Crew Skill:** Space transports: Fw'Sen 4D+2, starship gunnery 4D, starship shields 3D+2  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Limited to 4 jumps  
**Maneuverability:** 2D+1  
**Space:** 5  
**Hull:** 2D+2  
**Shields:** 3D+1  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/1D+2  
*Search:* 130/2D  
*Focus:* 4/3D  
**Weapons:**  
**6 Ion Cannon** (may be fire-linked)  
*Fire Arc:* Turret  
*Crew:* 1

*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/10/15  
*Atmosphere Range:* 100-500/1/1.5 km  
*Damage:* Single cannon: 4D  
 2-3 fire-linked: 5D  
 4-5 fire-linked: 6D  
 6 fire-linked: 7D

## 2 Laser Cannons (fire-linked)

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/10/15

*Atmosphere Range:* 100-500/1/1.5 km

*Damage:* 4D

## 2 Turbolasers

*Fire Arc:* Turret

*Crew:* 1

*Scale:* Capital

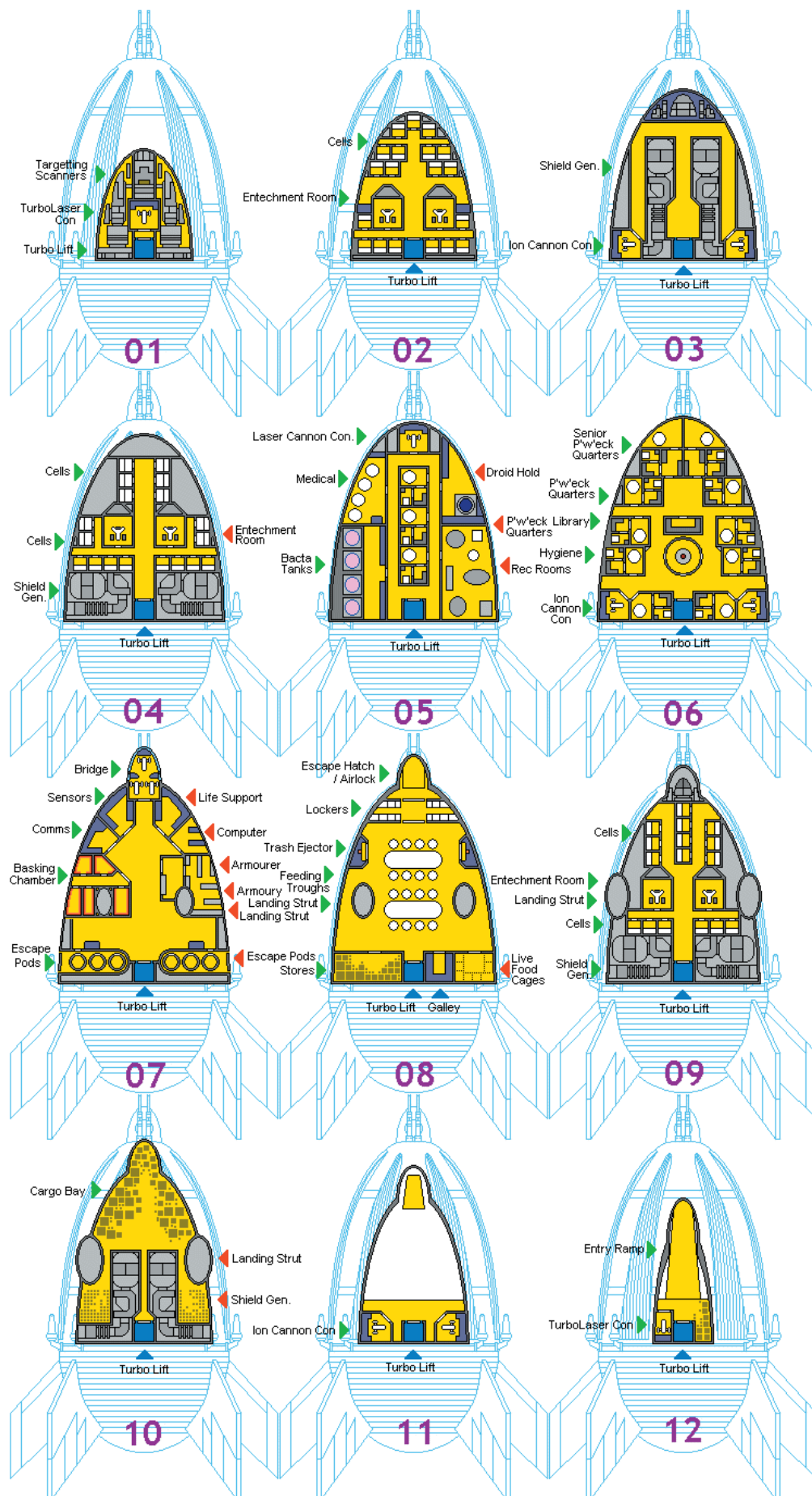
*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/10/15

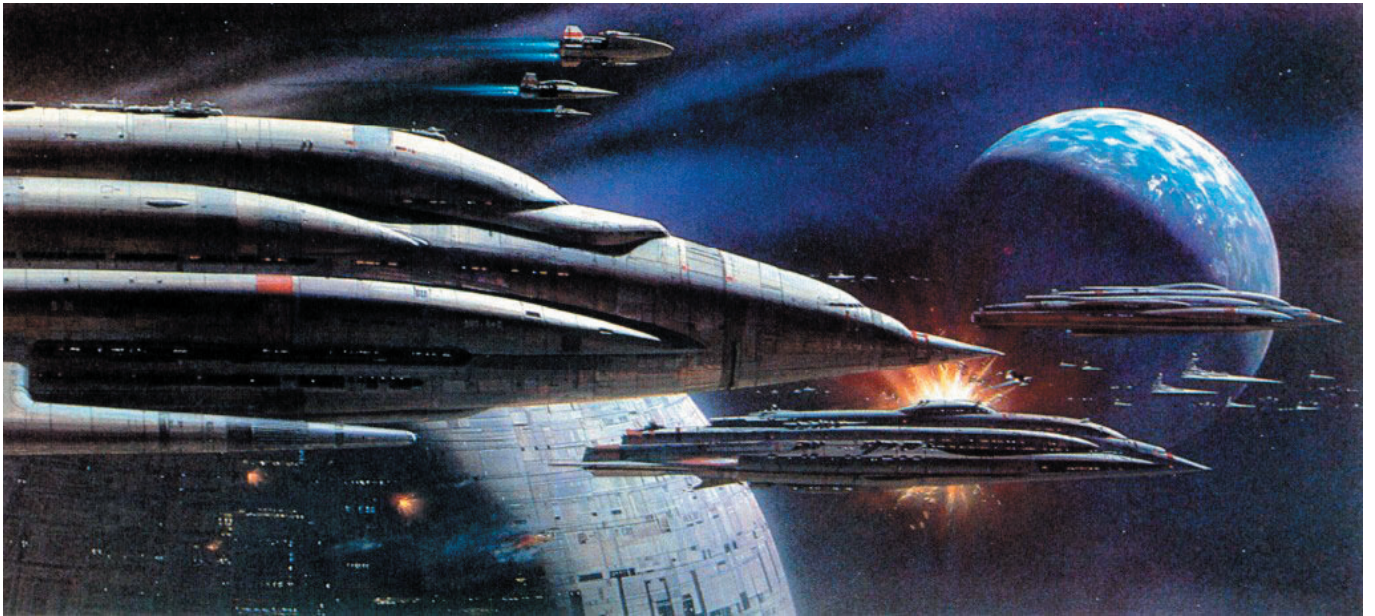
*Atmosphere Range:* 100-500/1/1.5 km

*Damage:* 2D+1





# CAPITAL SHIPS



## Sun Jammer

**Craft:** Starshipwrights/Aerospace Engineers Inc. Sun Skipper 2000 Sun Jammer

**Alignment:** General

**Era:** Old Republic

**Type:** Sun jammer

**Scale:** Starfighter

**Length:** 1,000 meters wide (solar collector dish), 450 meters long (command pylon)

**Skill:** Archaic starship piloting: sun jammer

**Crew:** 2

**Crew Skill:** Varies widely

**Passengers:** 1

**Cargo Capacity:** 300 kg

**Consumables:** 1 week

**Cost:** 250,000 (new), 150,000 (used)

**Availability:** 4

**Maneuverability:** +1

**Space:** 2

**Hull:** 1D (command pylon), 0D (solar collector)

**Sensors:**

*Passive:* 35/0D



**Cargo Capacity:** 25 kilograms

**Consumables:** 1 month

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x20

**Nav Computer:** Yes

**Space:** 4

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Turbolaser**

*Fire Arc:* Turret

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Damage:* 4D

## Shieldship

**Craft:** Republic Engineering Corporation Heat-Resistant Escort Vehicle

**Alignment:** General

**Era:** New Republic

**Source:** The Thrawn Trilogy Sourcebook (page 239), The Essential Guide to Vehicles and Vessels (pages 138-139)

**Type:** Shieldship

**Scale:** Capital

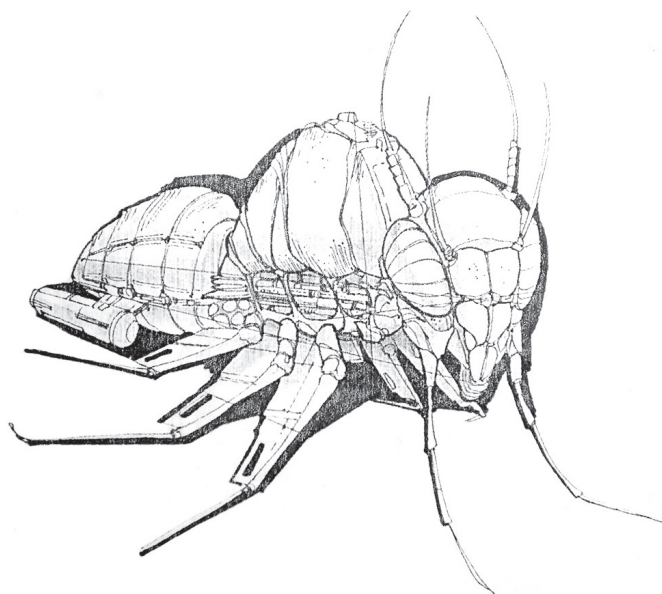
**Length:** 800 meters wide (dish), 400 meters long (tug pylon)

**Skill:** Capital ship piloting: shieldship

**Crew:** 1

# Transports

## Ithullian Ore Hauler



**Craft:** Ithullian Ore Hauler  
**Alignment:** General  
**Era:** Old Republic  
**Source:** Tales of the Jedi Companion (pages 114-115), The Essential Guide to Vehicles and Vessels (pages 88-89)  
**Type:** Cargo ship  
**Scale:** Capital  
**Length:** 1.1 kilometers  
**Skill:** Capital ship piloting: ore-hauler  
**Crew:** 15, gunners: 14, skeleton: 10/+10  
**Crew Skill:** Astrogation 3D+1, capital ship gunnery 4D, capital ship piloting 3D+2, capital ship shields 3D+2, sensors 3D  
**Passengers:** 35  
**Cargo Capacity:** 500 metric tons  
**Consumables:** 1 month  
**Cost:** 200,000 (new), 120,000 (used)  
**Hyperdrive Multiplier:** x15  
**Hyperdrive Backup:** x25  
**Maneuverability:** 1D  
**Space:** 2  
**Hull:** 4D+2  
**Shields:** 2D; 4D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 25/2D  
**Weapons:**  
**2 Heavy Turbolasers**  
*Fire Arc:* Front  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-8/15/30  
*Atmosphere Range:* 25-50/75/100 km  
*Damage:* 7D  
**12 Defensive Blasters**  
*Fire Arc:* 6 left, 6 right  
*Crew:* 12

*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-2/4/8  
*Atmosphere Range:* 10-30/50/70 m  
*Damage:* 2D+1

## Star Shuttle



**Craft:** Corellian Star Shuttle  
**Alignment:** General  
**Era:** Old Republic  
**Source:** Starships of the Galaxy (pages 86-87)  
**Type:** Transport  
**Scale:** Capital  
**Length:** 80 meters  
**Skill:** Capital ship piloting: star shuttle  
**Crew:** 8  
**Crew Skill:** Varies  
**Passengers:** 200  
**Cargo Capacity:** 900 metric tons  
**Consumables:** 3 years  
**Cost:** 2,650,000 (new)  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 5/4D

## Corellian Space Cruiser

**Craft:** Corellian Engineering Corporation Space Cruiser  
**Alignment:** Old Republic / General  
**Era:** Old Republic  
**Source:** Starships of the Galaxy (pages 91-92)  
**Type:** Diplomatic transport  
**Scale:** Capital  
**Length:** 115 meters  
**Skill:** Capital ship piloting: Corellian space cruiser  
**Crew:** 8  
**Crew Skill:** Typically 6D in applicable skills





## Herd Ship

**Craft:** Ithorian SkyYards Herd Ship

**Alignment:** Ithorians

**Era:** Old Republic

**Source:** The Essential Guide to Vehicles and Vessels (pages 168-169)

**Type:** Ithorian herd ship

**Scale:** Capital

**Length:** 1,800 meters

**Skill:** Capital ship piloting: Herd Ship

**Crew:** 1,500 to 3,000

**Crew Skill:** Capital ship piloting 4D

**Passengers:** 10,000

**Cargo Capacity:** 20,000 metric tons

**Passengers:** 16

**Cargo Capacity:** 1,000 metric tons

**Consumables:** 6 months

**Cost:** 1.25 million

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Maneuverability:** 0D+2

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D+2

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 100/3D

*Focus:* 5/4D

**Consumables:** 5 years

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x9

**Nav Computer:** Yes

**Space:** 2

**Hull:** 5D

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 60/2D

*Search:* 120/3D

*Focus:* 5/4D

**Weapons:**

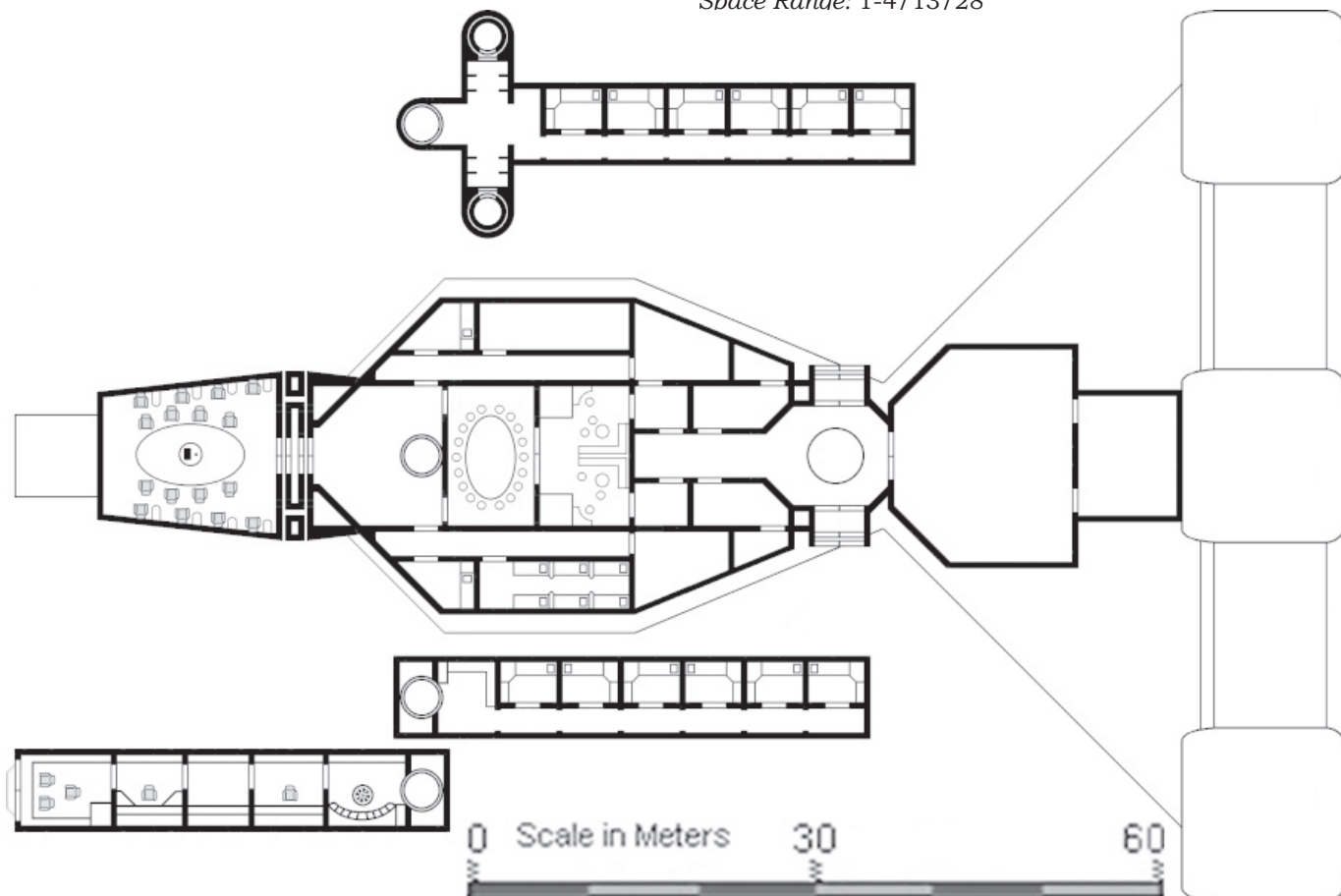
**20 Laser Cannons**

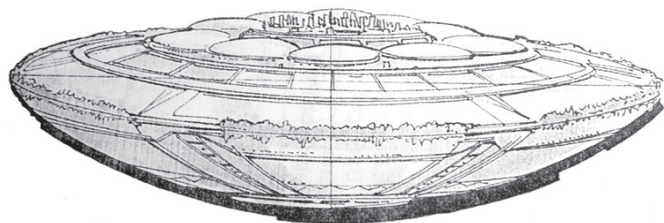
*Fire Arc:* 5 front, 5 left, 5 right, 5 back

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-4/13/28

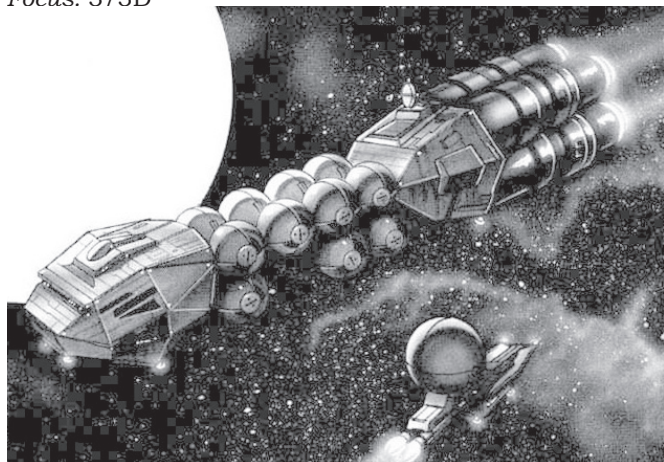




*Atmosphere Range:* .1-.4/1.3/2.8 km  
*Damage:* 4D  
**4 Tractor Beam Projectors**  
*Fire Arc:* 1 front, 1 left, 1 right, 1 back  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 5D+2

## Bacta Transport

**Craft:** Kuat Drive Yard's B-12 Transport  
**Alignment:** General  
**Era:** Rise of the Empire  
**Source:** Lord of the Expanse: Sector Guide (page 42)  
**Type:** Bacta transport ship  
**Scale:** Capital  
**Length:** 238 meters  
**Skill:** Capital ship piloting: B-12 Transport  
**Crew:** 26, skeleton: 4/+10  
**Crew Skill:** Astrogation 4D+2, capital ship piloting 4D, capital ship shields 3D+2, sensors 4D  
**Passengers:** 6  
**Cargo Capacity:** 600,000 metric tons  
**Consumables:** 1 year  
**Cost:** 1.2 million (new)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 3D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/0D  
*Scan:* 80/1D  
*Search:* 120/2D  
*Focus:* 3/3D



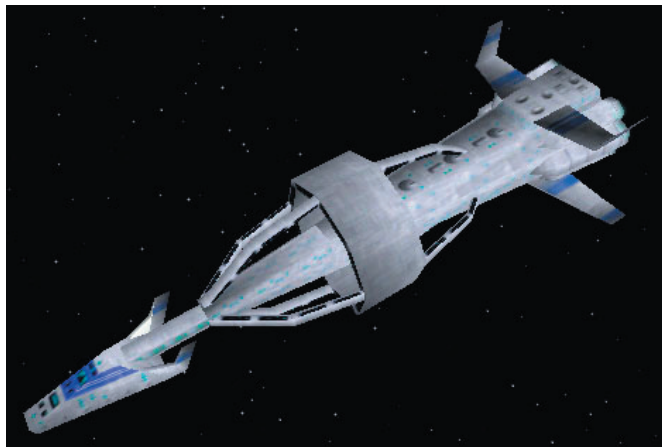
## Ferryboat Liner



**Craft:** SoroSuub Corp. Ferryboat Liner  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Passenger liner  
**Scale:** Capital  
**Length:** 363 meters  
**Skill:** Capital ship piloting: Ferryboat  
**Crew:** 98  
**Passengers:** 500  
**Cargo Capacity:** 5,000 metric tons  
**Cost:** 6 million  
**Hyperdrive Multiplier:** x2.5  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D

## C-3 Passenger Liner

**Craft:** Leonore Luxury Liners C-3  
**Alignment:** General  
**Era:** Rise of the Empire  
**Type:** Passenger liner  
**Scale:** Capital  
**Length:** 400 m  
**Skill:** Capital ship piloting  
**Crew:** 290  
**Passengers:** 1000  
**Cargo Capacity:** 5,000 metric tons  
**Cost:** 8 million (new); 3,5 million (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 7  
**Atmosphere:** 350; 1000 km/h  
**Hull:** 4D  
**Shields:** 1D+2



**Sensors:**

*Passive:* 40/0D

*Scan:* 80/1D

*Search:* 120/2D

*Focus:* 3/3D

## Lady Luxury Liner

**Craft:** Shobquix Yards *Lady*-class Luxury Liner

**Alignment:** General

**Era:** Rise of the Empire

**Source:** Han Solo and the Corporate Sector Sourcebook (pages 101-102)

**Type:** Luxury passenger liner

**Scale:** Capital

**Length:** 310 meters

**Skill:** Capital ship piloting: *Lady*-class liner

**Crew:** 117, gunners: 4, skeleton: 47/+15

**Crew Skill:** Capital ship gunnery 3D+2, capital ship piloting: *Lady*-class liner 3D

**Passengers:** 600

**Cargo Capacity:** 1,000 metric tons

**Consumables:** 300 days

**Cost:** 19 million credits

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x20

**Nav Computer:** Yes

**Space:** 6

**Hull:** 2D

**Sensors:**

*Passive:* 20/0D

*Scan:* 30/1D

*Search:* 40/2D

*Focus:* 2/2D+2

**Weapons:**

**4 Twin Blaster Cannons** (fire-linked)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Capital ship gunnery

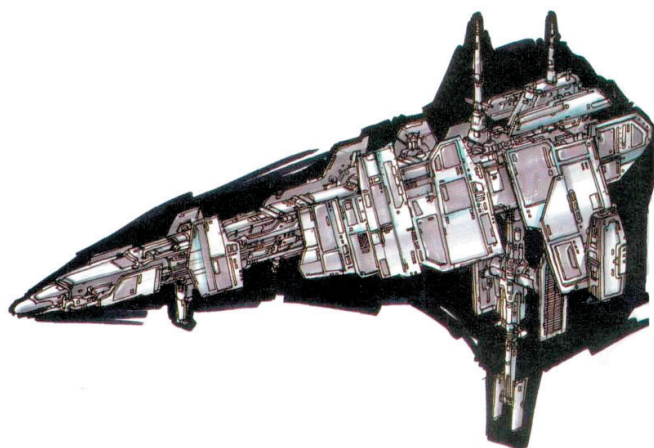
*Fire Control:* 1D

*Space Range:* 1-3/6/9

*Damage:* 4D

## Battleships

### Sith Battleship



**Craft:** Sith Battleship

**Alignment:** Sith

**Era:** Old Republic

**Source:** The Dark Side Sourcebook (page 63)

**Type:** Sith Battle Cruiser

**Scale:** Capital

**Length:** 215 meters

**Skill:** Capital ship piloting: Sith battleship

**Crew:** 25

**Crew Skill:** 6D in relevant skills

**Passengers:** 850

**Cargo Capacity:** 5,000 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x4

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Hull:** 4D+1

**Sensors:**

*Passive:* 25/1D

*Scan:* 50/2D

**Weapons:**

**6 Blaster Cannons**

*Fire Arc:* 3 left, 3 right

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

**3 Concussion Missile Launchers**

*Fire Arc:* Front

*Skill:* Missile weapons: concussion missiles

*Fire Control:* 0D+2

*Space Range:* 1/3/7

*Atmosphere Range:* 50-500/1/5 km

*Damage:* 8D



## Marauder Corvette



**Craft:** Republic Sienar Systems *Marauder*-class Corvette

**Alignment:** General / Corporate Sector Authority

**Era:** Old Republic

**Source:** Han Solo and the Corporate Sector Sourcebook (pages 94-95), Pirates & Privateers (pages 78-79), Starships of the Galaxy (page 101), The Essential Guide to Vehicles and Vessels (pages 108-109)

**Type:** Light combat cruiser

**Scale:** Capital

**Length:** 195 meters

**Skill:** Capital ship piloting: Marauder

**Crew:** 129; gunners: 48, skeleton: 52/+10

**Crew Skill:** Astrogation 2D+2, capital ship gunnery 3D+2, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1

**Passengers:** 40 (troops)

**Cargo Capacity:** 300 metric tons

**Consumables:** 3 months

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Maneuverability:** 2D+1

**Space:** 5

**Atmosphere:** 295; 850 km/h

**Hull:** 3D+2

**Shields:** 2D+1

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/1D+2

*Search:* 100/2D+2

*Focus:* 5/3D+1

**Weapons:**

**8 Double Turbolaser Cannons**

*Fire Arc:* 2 Front, 2 left, 2 right, 2 rear

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/70

*Atmosphere Range:* 300-1.5/3.5/7 km

*Damage:* 5D

**3 Tractor Beam Projectors**

*Fire Arc:* 2 front, 1 rear

*Crew:* 8

*Skill:* Capital ship gunnery

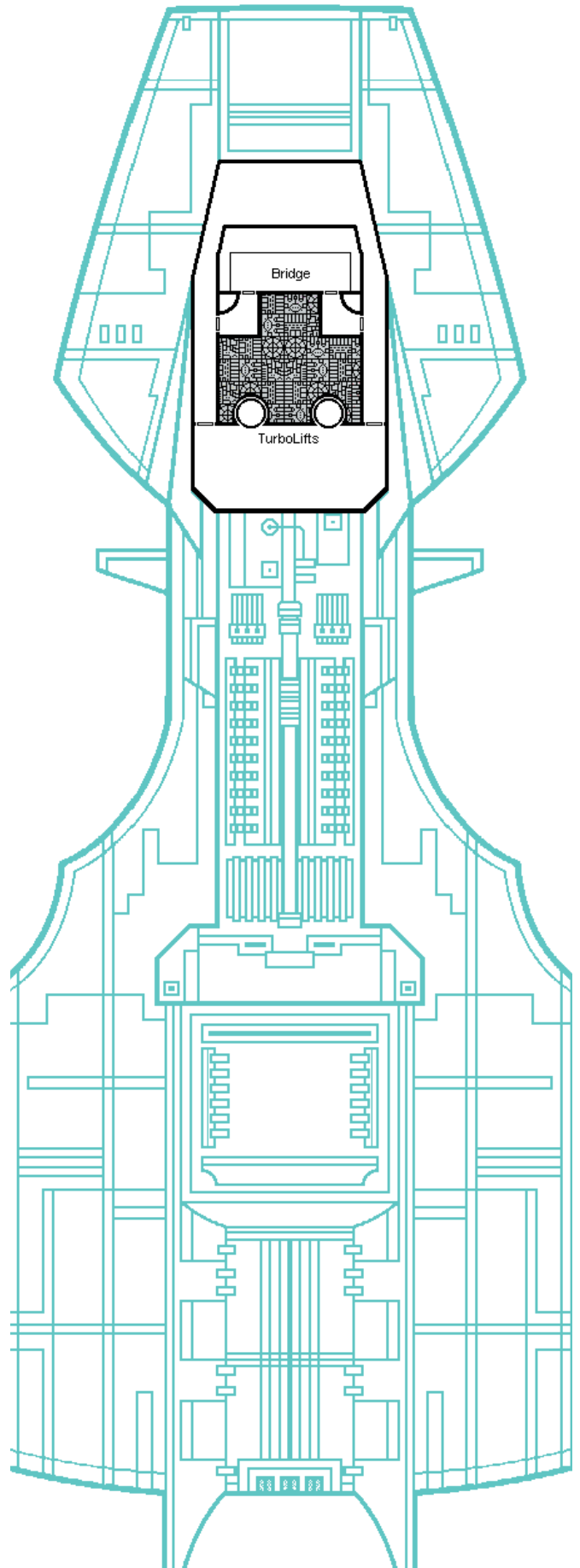
*Fire Control:* 2D

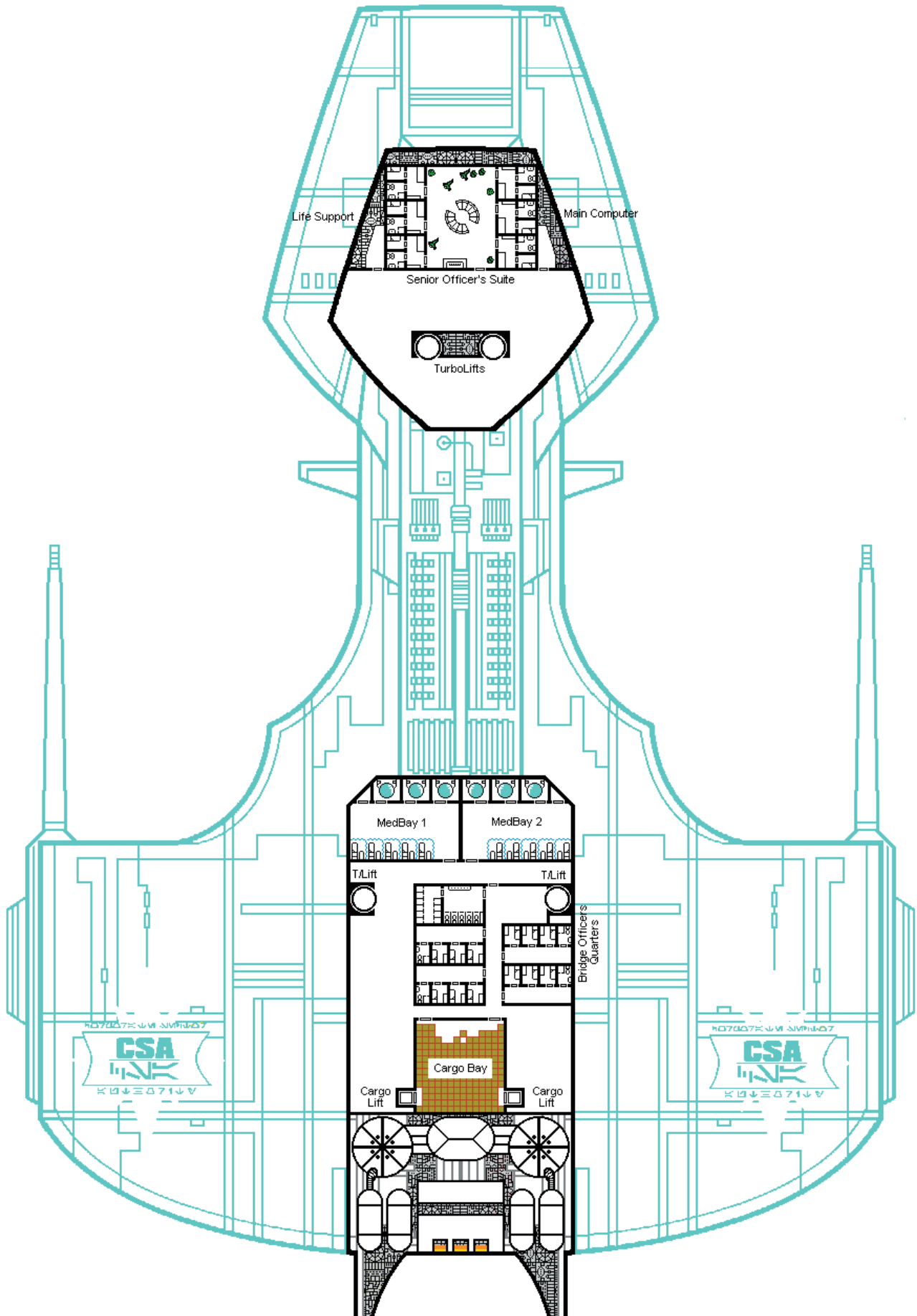
*Space Range:* 1-5/15/30

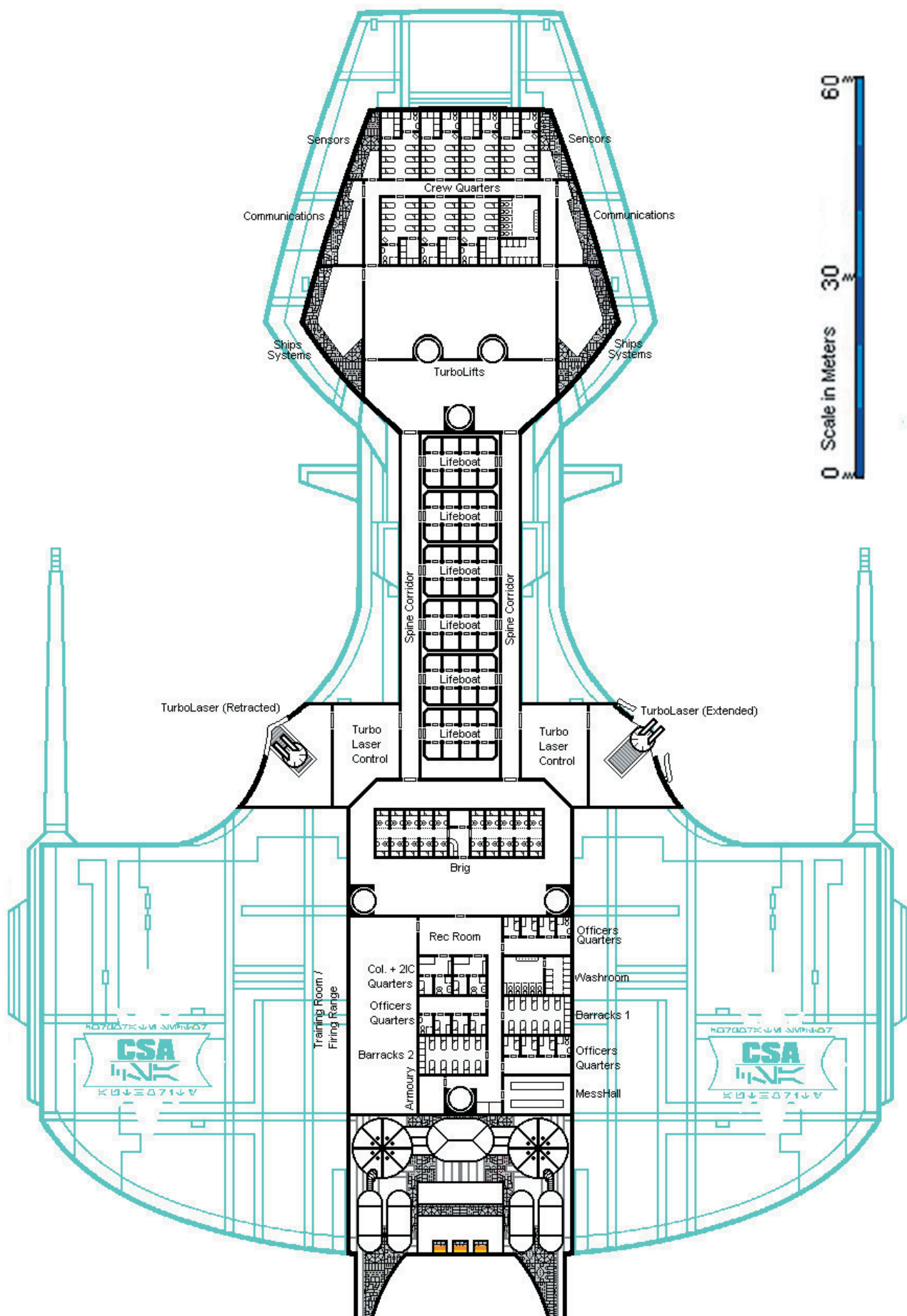
*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

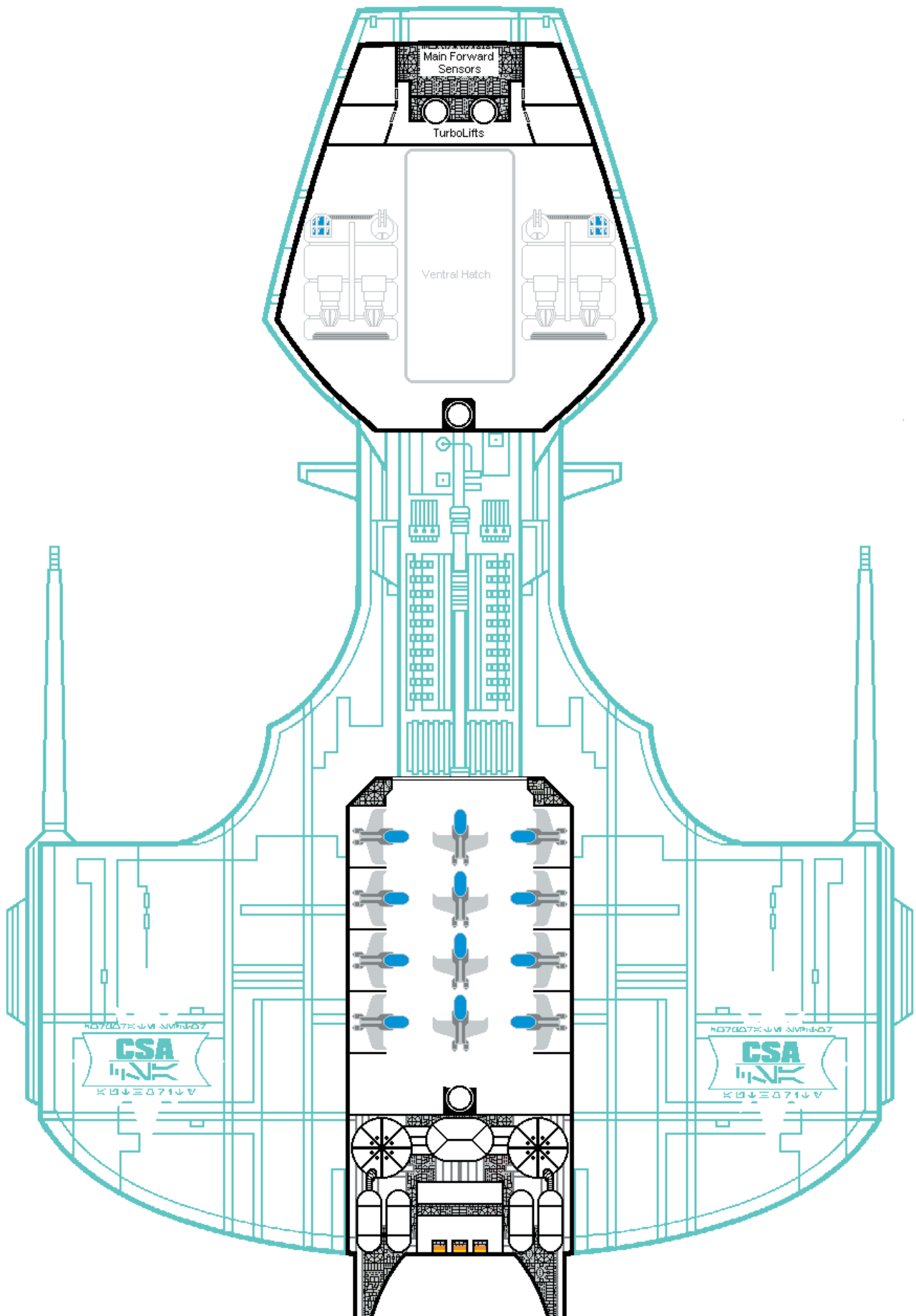
**Starfighter Complement:** 12 fighters

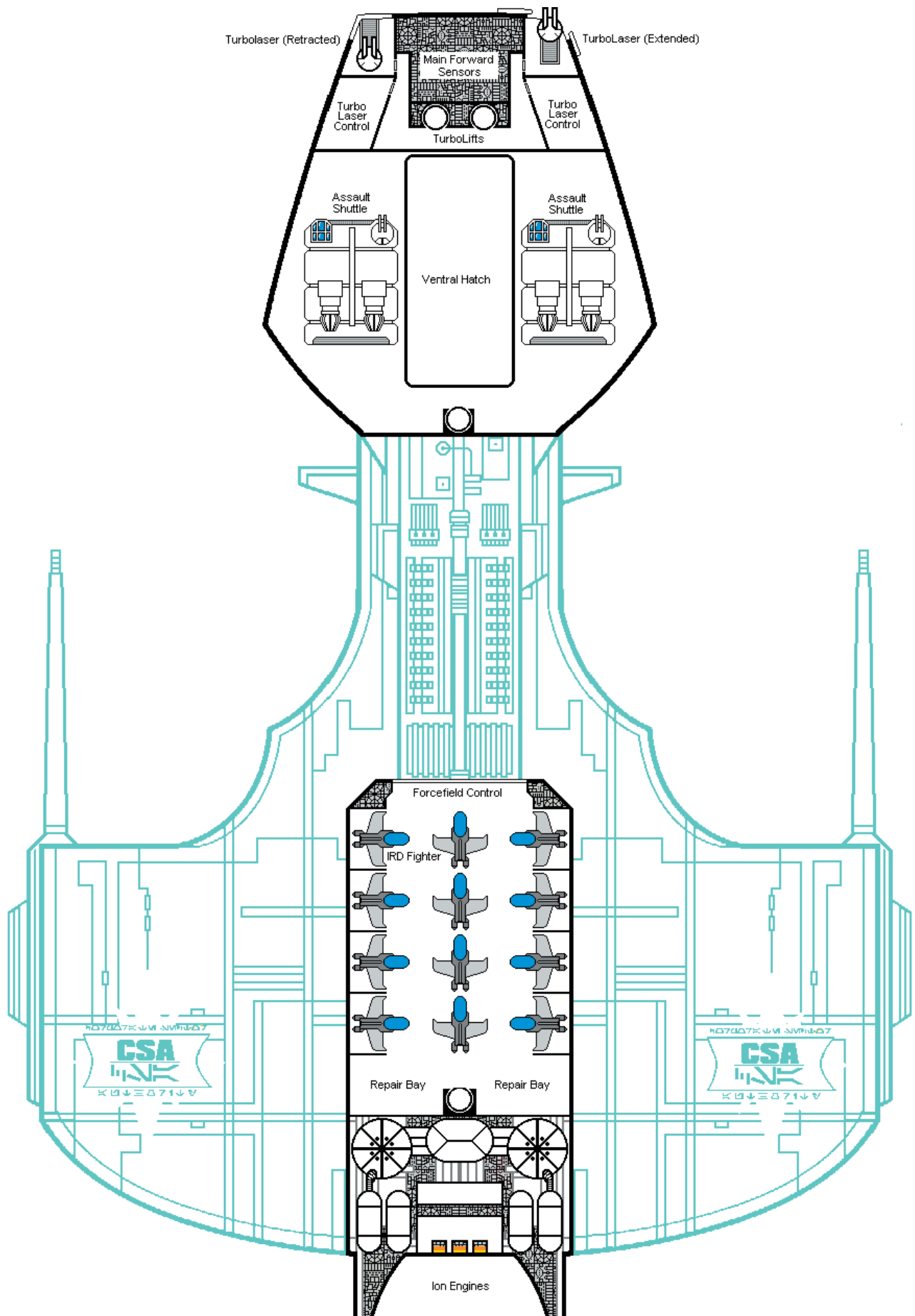












## Invincible Dreadnaught Cruiser

**Craft:** Rendili/Vaufthau Shipyards *Invincible-class* Dreadnaught Heavy Cruiser

**Alignment:** General / Corporate Sector Authority

**Era:** Old Republic

**Source:** Han Solo and the Corporate Sector Sourcebook (pages 92-94)

**Type:** Heavy cruiser

**Scale:** Capital

**Length:** 2,011 meters

**Skill:** Archaic starship piloting: Invincible Dreadnaught

**Crew:** 23,014, gunners: 114, skeleton: 12,795/+20

**Crew Skill:** Astrogation 4D+1, capital ship gunnery 4D, archaic starship piloting 4D, capital ship shields 3D+1, sensors 3D

**Passengers:** 6,000 (troops)

**Cargo Capacity:** 700 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale to civilians

**Hyperdrive Multiplier:** x4

**Hyperdrive Backup:** x25

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 2

**Hull:** 3D+2

**Shields:** 2D

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 100/2D

*Focus:* 4/3D

**Weapons:**

**6 Concussion Missile Tubes**

*Fire Arc:* 2 front, 2 left, 2 right

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 2-5/10/15

*Atmosphere Range:* 200-500/1/1.5 km

*Damage:* 3D

**12 Turbolaser Cannons**

*Fire Arc:* 4 front, 3 right, 3 left, 2 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D+1

*Space Range:* 3-5/7/10

*Atmosphere Range:* 3-5/7/10 km

*Damage:* 2D

**30 Quad Laser Cannons**

*Fire Arc:* 7 front, 10 left, 10 right, 3 back

*Crew:* 1

*Skill:* Capital ship gunnery

*Scale:* Starfighter

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7km

*Damage:* 6D

**6 Tractor Beam Projectors**

*Fire Arc:* 2 front, 2 left, 2 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 1-5/15/30 km

*Damage:* 4D

## Discril Cruiser

**Craft:** Duapherm *Discril-class* Attack Cruiser

**Alignment:** Duapherm Planet States / General

**Era:** Old Republic

**Source:** Pirates & Privateers (pages 55-56)

**Type:** System attack cruiser

**Scale:** Capital

**Length:** 85 meters

**Skill:** Capital ship piloting: Discril cruiser

**Crew:** 150, gunners: 51, skeleton: 75/+10

**Crew Skill:** Varies widely

**Passengers:** 60 (troops)

**Cargo Capacity:** 7,800 tons

**Consumables:** 2 weeks

**Cost:** 500,000 (used)

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x20

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 30/0D

*Scan:* 60/1D+2

*Search:* 90/2D

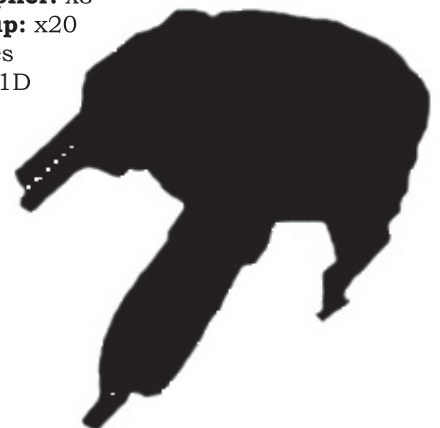
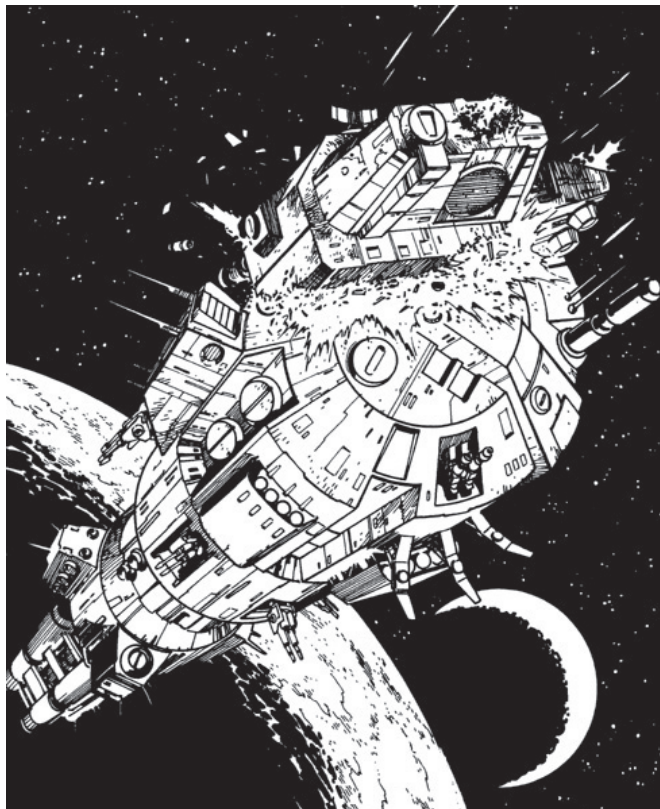
*Focus:* 3/3D

**Weapons:**

**5 Laser Cannons**

*Fire Arc:* Turret

*Crew:* 4





*Skill:* Capital ship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D

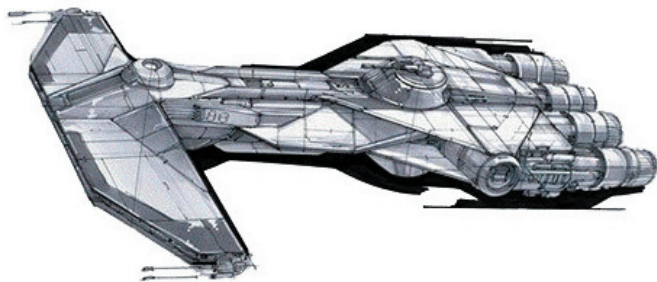
**4 Tri-Particle Beamers**

*Fire Arc:* Front  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 1-20/50/100 km  
*Damage:* 3D

**4 Tri-Laser Cannons**

*Fire Arc:* Front  
*Crew:* 6  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5km  
*Damage:* 4D

## Corellian Support Frigate



**Craft:** Corellian Engineering Corp. Support Frigate  
**Alignment:** Old Republic / General  
**Era:** Old Republic  
**Type:** Support frigate  
**Scale:** Capital  
**Length:** 185 meters  
**Skill:** Capital ship piloting: Support frigate  
**Crew:** 40 to 180, depending on configuration, 13 gunners  
**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D, capital ship repair 3D, sensors 3D+1  
**Passengers:** Up to 600 (troops), depending on configuration.  
**Cargo Capacity:** 2300 metric tons  
**Consumables:** 1 year  
**Cost:** 1.3 million (new)  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Space:** 5  
**Maneuverability:** 1D  
**Hull:** 4D  
**Shields:** 2D  
**Sensors**  
*Passive:* 40/1D  
*Scan:* 70/2D  
*Search:* 100/3D  
*Focus:* 4/3D+2

**Weapons:**

**6 Turbolaser Cannons** (fire-linked by pairs)

*Fire Arc:* 4 front, 2 turret  
*Crew:* 3 (4), 2 (2)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+1  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D

**Tractor Beam Projector**

*Fire Arc:* Turret  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

## Dreadnaught

**Craft:** Rendili StarDrive's Dreadnaught  
**Alignment:** Old Republic / Empire / General / New Republic  
**Era:** Old Republic  
**Source:** Imperial Sourcebook (page 57), The Jedi Academy Sourcebook (page 132), The Thrawn Trilogy Sourcebook (pages 215-216), Starships of the Galaxy (pages 94-95), The Essential Guide to Vehicles and Vessels (pages 42-43)  
**Type:** Heavy cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting: Dreadnaught  
**Crew:** 16,113, gunners: 97, skeleton: 9,000/+15  
**Crew Skill:** Astrogation 4D+1, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 4D  
**Passengers:** 3,000 (troops)  
**Cargo Capacity:** 9,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x18  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 5D+2  
**Shields:** 2D+1  
**Sensors:**  
*Passive:* 30/0D



*Scan:* 50/1D

*Search:* 100/3D

*Focus:* 4/3D

**Weapons:**

**10 Turbolaser Cannons**

*Fire Arc:* 5 left, 5 right

*Crew:* 1(5), 2(5)

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Damage:* 2D

**20 Quad Turbolaser Cannons**

*Fire Arc:* 6 front, 7 left, 7 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-20/40/80

*Damage:* 4D

**10 Turbolaser Batteries**

*Fire Arc:* 5 front, 5 back

*Crew:* 1(2), 2(4), 3(4)

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-10/30/60

*Damage:* 7D

**Starfighter Complement:** 1 squadron

## Sabaoth Destroyer

**Craft:** Ubrikkian Custom Destroyer

**Alignment:** Sabaoth Mercenaries / General

**Era:** Old Republic

**Type:** Fleet Destroyer

**Scale:** Capital

**Length:** 275 meters

**Skill:** Capital ship piloting:

Sabaoth Destroyer

**Crew:** 65, gunners: 20

**Crew Skill:** Astrogation 3D,

capital ship gunnery 3D+2,

capital ship piloting 3D, capital

ship shields 3D+1, capital ship

repair 2D, sensors 3D+2

**Passengers:** 50; 200 (troops)

**Cargo Capacity:** 1,750 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Space:** 4

**Maneuverability:** 1D

**Hull:** 4D

**Shields:** 4D+2

**Sensors:**

*Passive:* 30/1D+1

*Scan:* 60/2D+1

*Search:* 90/3D+2

*Focus:* 6/4D+2

**Weapons:**

**14 Double Turbolaser Cannons**

*Fire Arc:* 7 left, 7 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 4-20/50/110

*Damage:* 5D

**2 Proton Torpedo Launchers**

*Fire Arc:* Turret

*Crew:* 4

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Damage:* 9D

**2 Tractor Beam Projectors**

*Fire Arc:* Front

*Crew:* 3

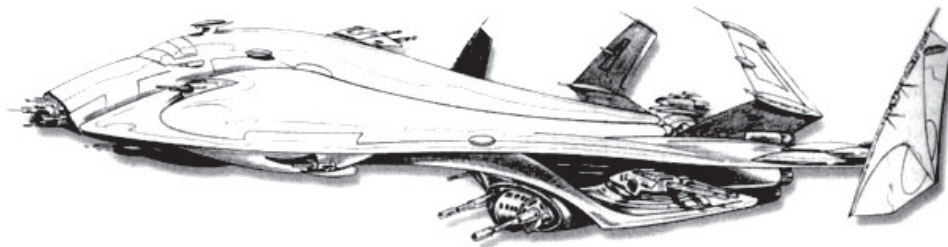
*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/10/20

*Damage:* 5D

## IR-3F Patrol Ship



**Craft:** Sienar Fleet Systems IR-3F

**Alignment:** General / Empire

**Era:** Rise of the Empire

**Source:** Pirates & Privateers (page 74)

**Type:** Intra-system patrol/customs craft

**Scale:** Capital

**Length:** 110 meters

**Crew:** 3, gunners: 8, skeleton: 1/+5

**Passengers:** 10 (troops)

**Cargo Capacity:** 180 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 3D

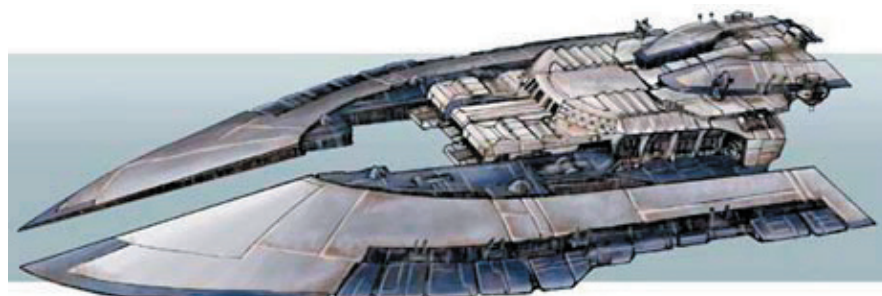
**Shields:** 2D+2

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/1D+1

*Search:* 130/2D



*Focus:* 4/2D+2

**Weapons:**

**4 Turbolaser Cannons** (fire separately)

*Fire Arc:* Turret

*Crew:* 2

*Skill:* Capital ship gunnery

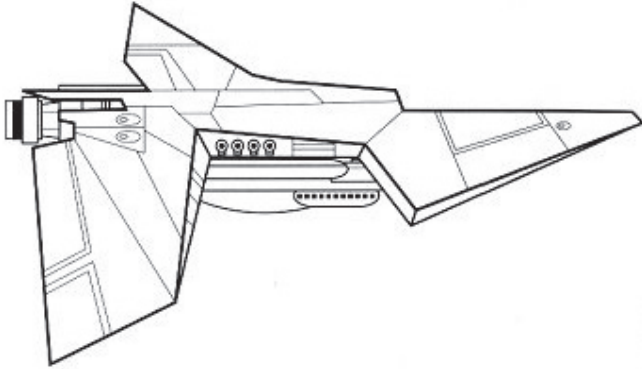
*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 300-1.5/3.5/7.5 km

*Damage:* 4D

## Trenchant Light Cruiser



**Craft:** Merkuni Drives *Trenchant*-class Cruiser

**Alignment:** General

**Era:** Rise of the Empire

**Type:** Light cruiser

**Scale:** Capital

**Length:** 215 meters

**Skill:** Capital ship piloting: Trenchant cruiser

**Crew:** 140, gunners: 20, skeleton 64/+10

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 3D, starship gunnery 4D

**Passengers:** 80 (troops)

**Cargo Capacity:** 400 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 30/0D

*Scan:* 60/1D

*Search:* 90/2D

*Focus:* 3/3D

**Weapons:**

**6 Turbolaser Cannons**

*Fire Arc:* 2 forward, 4 back

*Crew:* 2

*Skill:* Capital gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere:* 300-1.5/3.5/7.5 km

*Damage:* 4D+1

**8 Quad Laser Cannons**

*Fire Arc:* 4 left, 4 right

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere:* 100-500/1/1.7 km

*Damage:* 4D+1

## Nebulon-B Frigate

**Craft:** Kuat Drive Yards' Nebulon-B Frigate

**Alignment:** General / Rebel Alliance / Empire

**Era:** Rise of the Empire

**Source:** Core Rulebook (page 253), Rebel Alliance Sourcebook (pages 60-61), The Jedi Academy Sourcebook (pages 134-135), Pirates & Privateers (page 55, 87), The Thrawn Trilogy Sourcebook (pages 216-217), The Essential Guide to Vehicles and Vessels (pages 130-131)

**Type:** Escort starship

**Scale:** Capital

**Length:** 300 meters

**Skill:** Capital ship piloting: Nebulon-B

**Crew:** 854, gunners: 66, skeleton: 307/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1

**Passengers:** 75 (troops)

**Cargo Capacity:** 6,000 metric tons

**Consumables:** 2 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

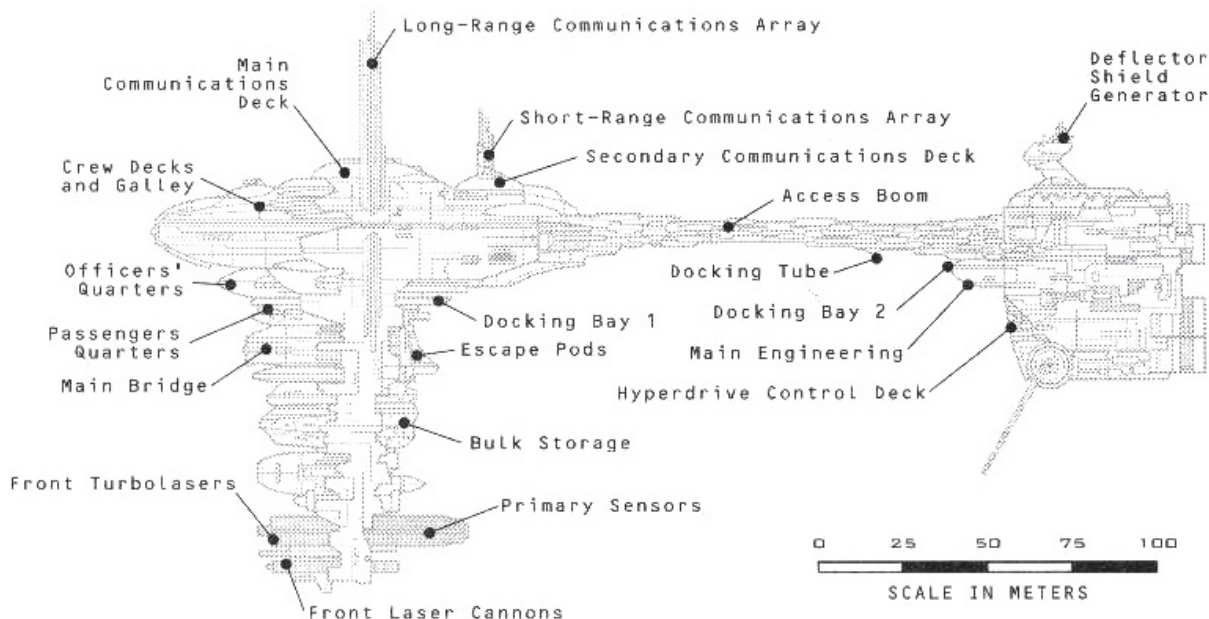
**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D







**Space:** 4

**Atmosphere:** 280; 850 km/h

**Hull:** 3D+2

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 75/2D

*Search:* 150/3D

*Focus:* 4/4D+2

**Weapons:**

**12 Turbolaser Batteries**

*Fire Arc:* 6 front, 3 left, 3 right

*Crew:* 1 (2), 2 (8), 4 (2)

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**12 Laser Cannons**

*Fire Arc:* 6 front, 2 left, 2 right, 2 back

*Crew:* 1 (8), 2 (4)

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 2D

**2 Tractor Beam Projectors**

*Fire Arc:* Front

*Crew:* 12

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

**Starfighter Complement:** 2 squadrons

## Corellian Corvette

**Craft:** Corellian Engineering Corporation Corvette

**Alignment:** General / Rebel Alliance / Empire

**Era:** Rise of the Empire

**Source:** Rulebook (page 253), Rebel Alliance Sourcebook (pages 63-65), Pirates & Privateers (page 55), The Thrawn Trilogy Sourcebook (pages 214-215), The Essential Guide to Vehicles and Vessels (pages 128-129)

**Type:** Mid-sized multi-purpose vessel

**Scale:** Capital

**Length:** 150 meters

**Skill:** Capital ship piloting: Corellian Corvette

**Crew:** 30 to 165, depending upon configuration

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1

**Passengers:** Up to 600, depending upon configuration

**Cargo Capacity:** 3,000 metric tons

**Consumables:** 1 year

**Cost:** 3.5 million (new), 1.5 million (used)

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 100/3D

*Focus:* 5/4D

**Weapons:**

**6 Double Turbolaser Cannons**

*Fire Arc:* 3 front, 1 left, 1 right, 1 back

*Crew:* 1 (3), 3 (3)

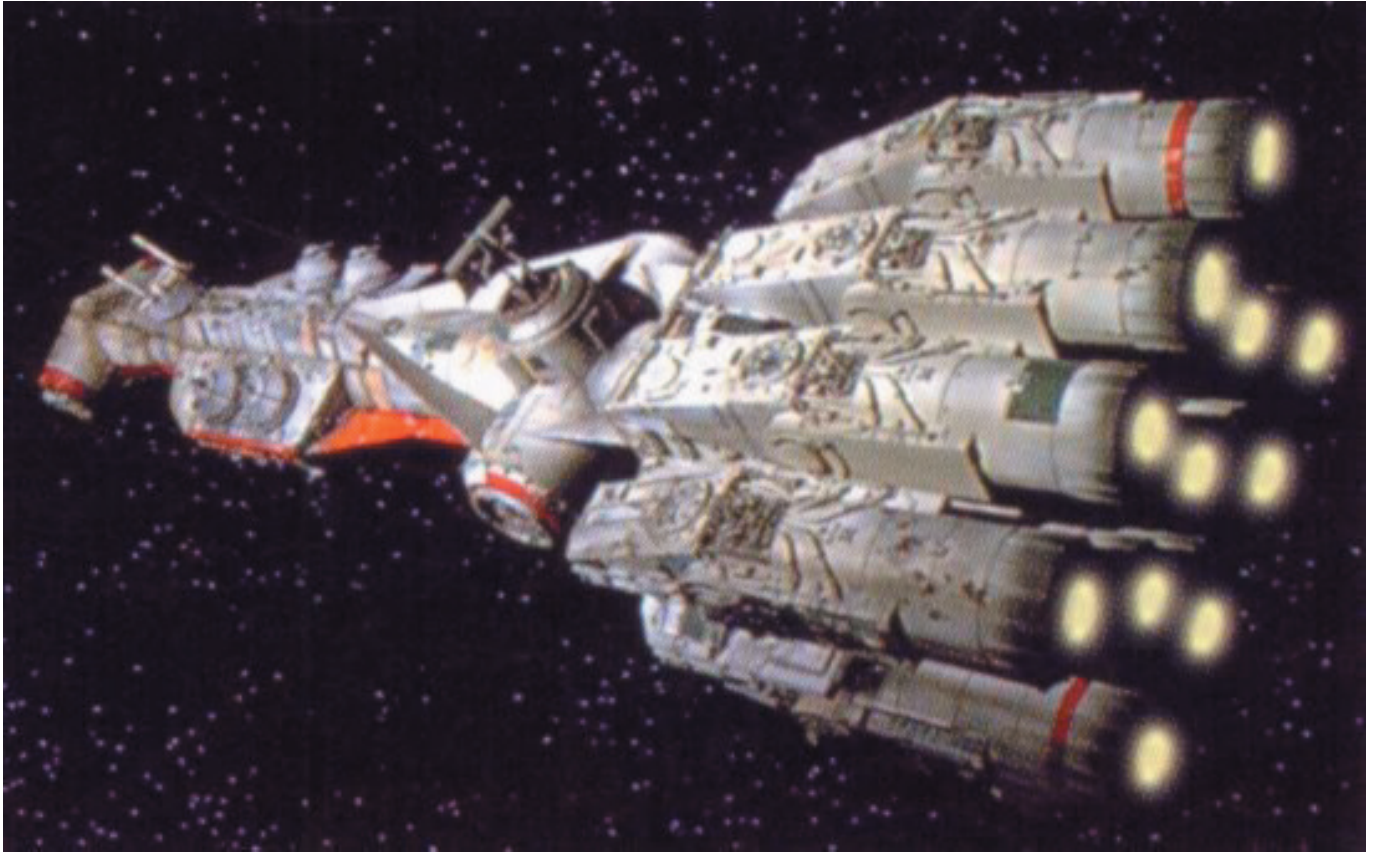
*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D+2



## Privateer Corvette

**Craft:** Corellian Engineering Corporation Corvette

**Alignment:** Privateers

**Era:** Rise of the Empire

**Source:** The Best of the Adventure Journals: Issues 1-4  
(page 119)

**Type:** Modified corvette

**Scale:** Capital

**Length:** 150 meters

**Skill:** Capital ship piloting: Corellian corvette

**Crew:** 50, gunners: 12, skeleton: 20/+5

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+2,  
capital ship piloting 3D+2, capital ship shields 3D,  
sensors 3D+1

**Passengers:** 20

**Cargo Capacity:** 3,000 metric tons

**Consumables:** 1 year

**Cost:** 1.5 million (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 100/3D

*Focus:* 5/4D

**Weapons:**

### 4 Double Turbolaser Cannons

*Fire Arc:* 1 front, 1 left, 1 right, 1 back

*Crew:* 1 to 3

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D+2

### Ion Cannon

*Fire Arc:* Front

*Crew:* 1 to 3

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 3D

### Tractor Beam Emplacement

*Fire Arc:* Front

*Crew:* 1 or 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

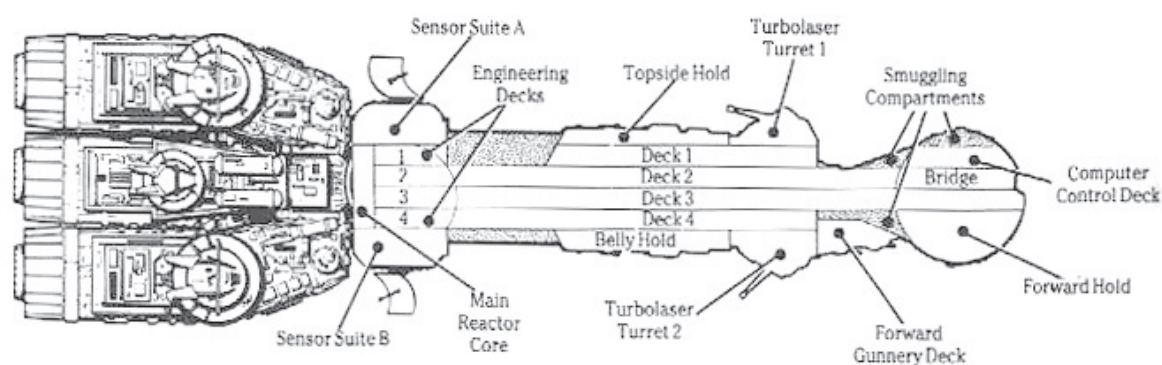
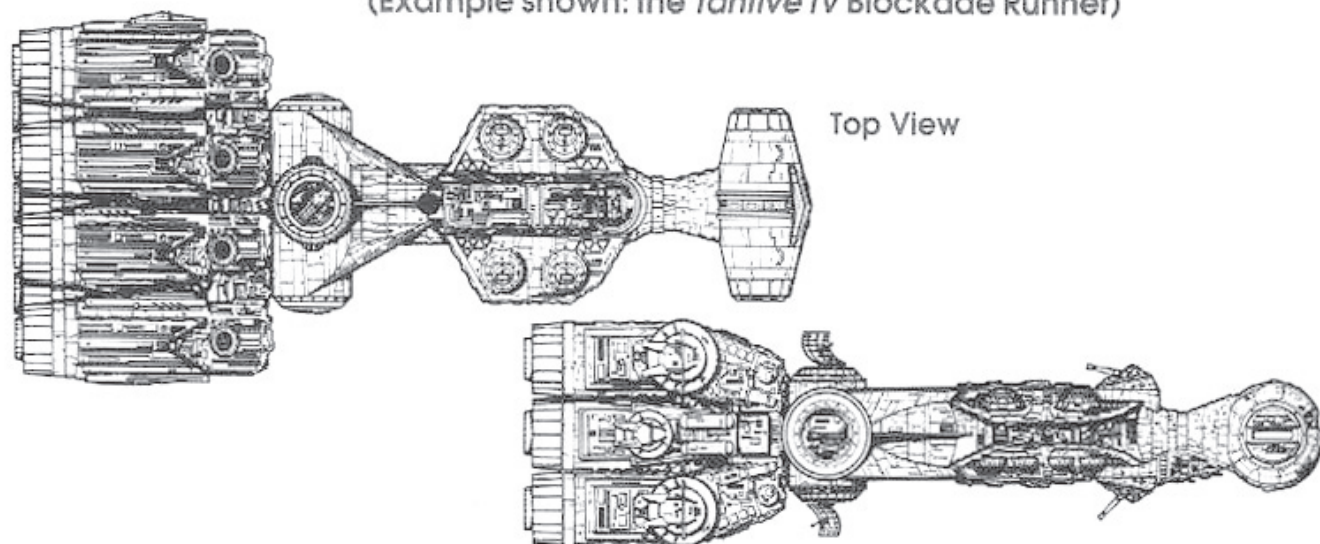
*Atmosphere Range:* 100-500/1.5/3 km

*Damage:* 3D

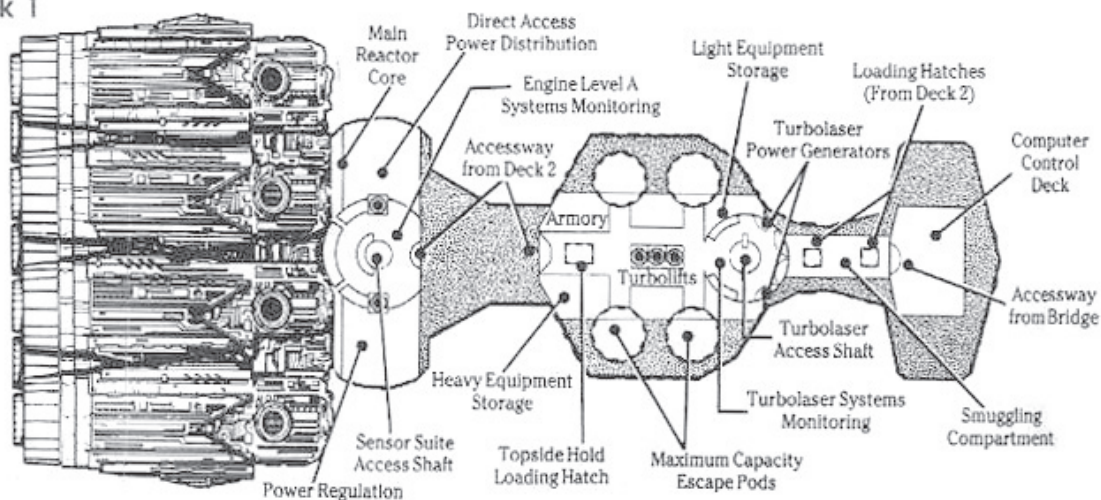


# Corellian Engineering Corporation's Corvette

(Example shown: the *Tantive IV* Blockade Runner)

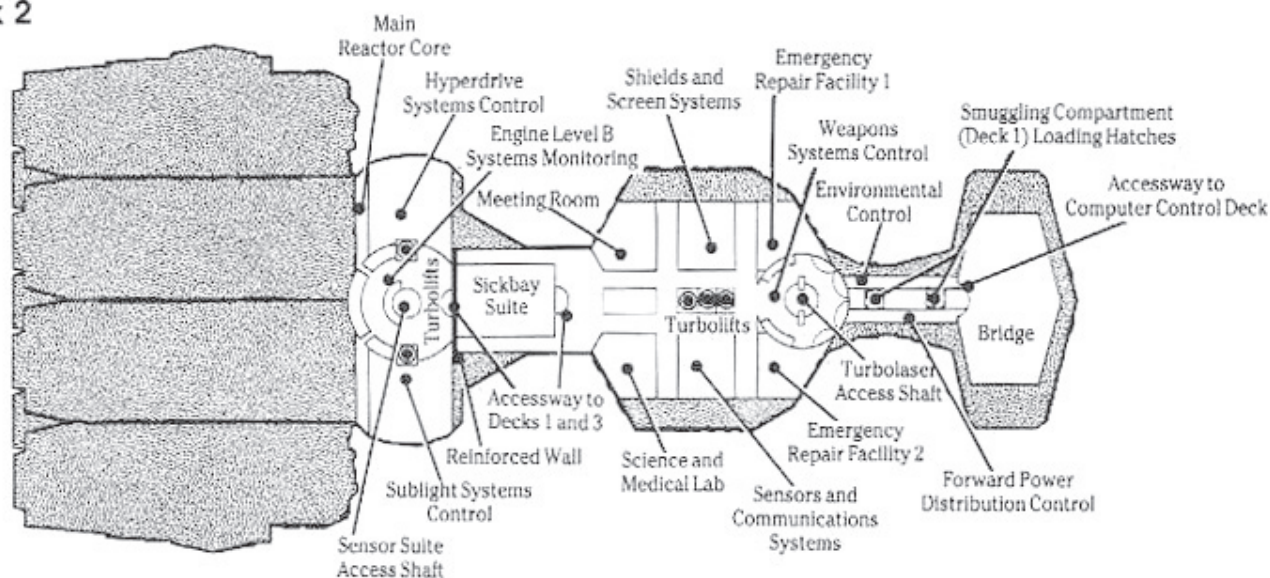


## Deck 1

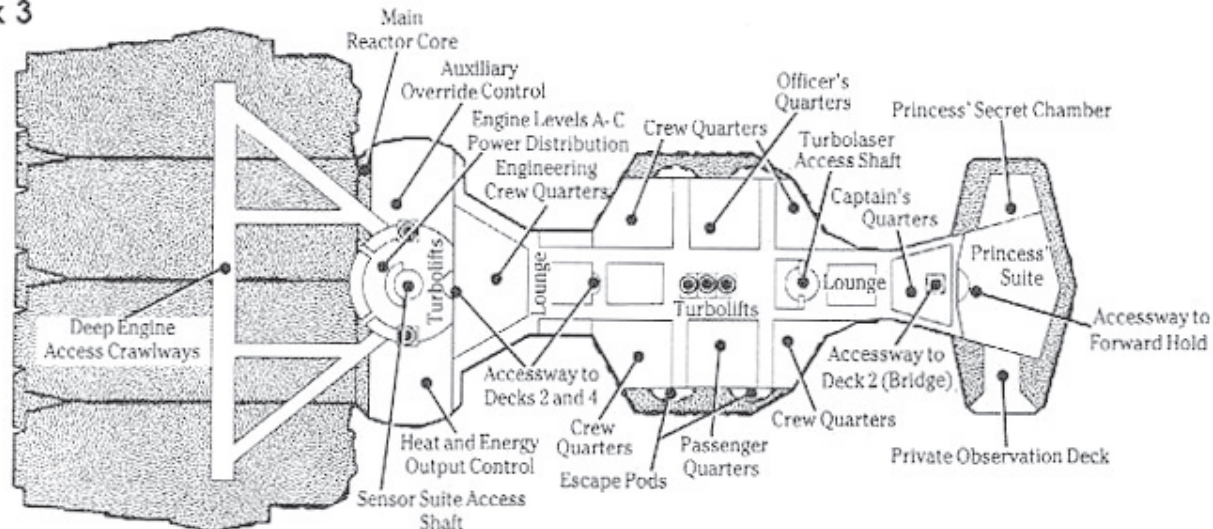




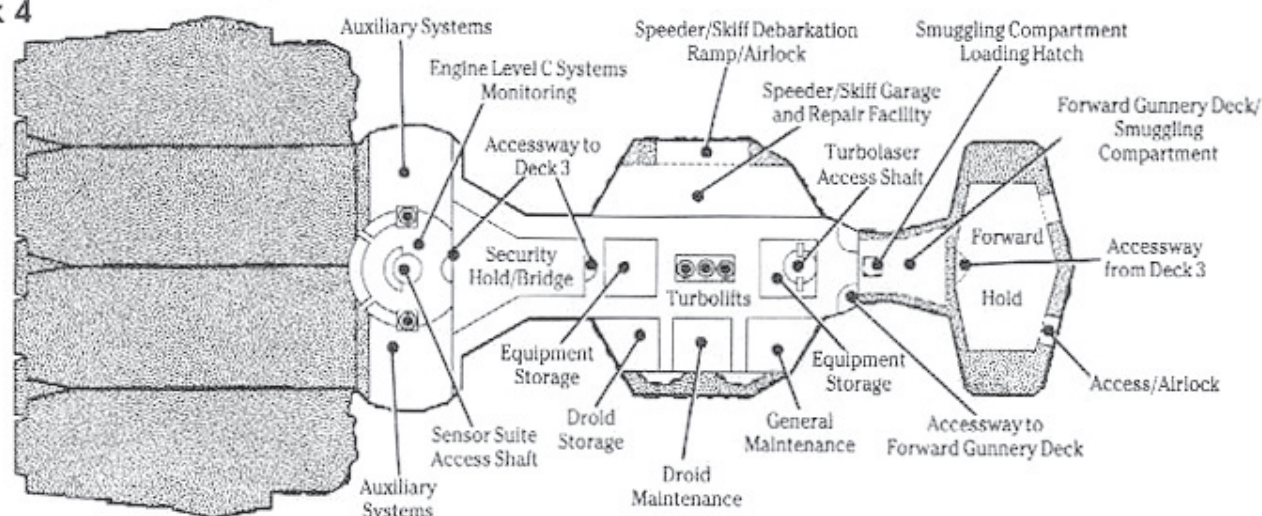
## Deck 2



## Deck 3



## Deck 4



## Tapani Carrier



**Craft:** Tapani Starship Cooperative *Tapani*-class Carrier  
**Alignment:** Tapani sector  
**Era:** Rise of the Empire  
**Source:** Lord of the Expanse: Sector Guide (page 41)  
**Type:** Heavy starfighter carrier  
**Scale:** Capital  
**Length:** 375 meters  
**Skill:** Capital ship piloting: *Tapani*-class carrier  
**Crew:** 1,855, gunners: 53, skeleton: 715/+15  
**Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery 3D+2, capital ship shields 5D, sensors 3D+1  
**Passengers:** 100 (troops), 120 (pilots)  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 2 years  
**Cost:** 760 millions (without starfighters)  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 7  
**Hull:** 2D+1  
**Shields:** 4D+1  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 60/1D  
*Search:* 120/2D  
*Focus:* 4/4D  
**Weapons:**  
**6 Turbolaser Batteries**  
*Fire Arc:* 2 front, 4 turret mounted (on tower)  
*Crew:* 3 (2), 4 (4)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 4D+1  
**10 Ion Cannon Batteries**  
*Fire Arc:* 5 left, 5 right (bottom-mounted)  
*Crew:* 3 (10)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 2-15/40/80  
*Atmosphere Range:* 2-20/50/120 km  
*Damage:* 4D  
**Starfighter Complement:** 20 Manta fighters

## Tapani Assault Frigate

**Craft:** Tapani Starship Cooperative *Tapani*-class Frigate  
**Alignment:** Tapani sector  
**Era:** Rise of the Empire  
**Source:** Lord of the Expanse: Sector Guide (pages 40-41)  
**Type:** Heavy assault frigate  
**Scale:** Capital  
**Length:** 750 meters  
**Skill:** Capital ship piloting: *Tapani*-class frigate  
**Crew:** 3,550, gunners: 114, skeleton: 988/+15  
**Crew Skill:** Capital ship piloting 5D, capital ship gunnery 4D, capital ship shields 3D+1, sensors 3D+1  
**Passengers:** 800 (troops)  
**Cargo Capacity:** 12,500 metric tons  
**Consumables:** 1 year  
**Cost:** 1,6 billion (new)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 5  
**Hull:** 4D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 75/2D+1  
*Search:* 125/3D+2  
*Focus:* 6/4D+1  
**Weapons:**  
**20 Laser Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 rear  
*Crew:* 1 (5), 2 (15)  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/1.75 km  
*Damage:* 3D+1  
**15 Turbolaser Batteries**  
*Fire Arc:* 5 front, 5 left, 5 right  
*Crew:* 3 (5), 4 (10)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 4D





### 6 Quad Turbolaser Batteries

*Fire Arc:* 3 left, 3 right

*Crew:* 4 (6)

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 5-10/50/100 km

*Damage:* 5D+2

### 2 Tractor Beam Projectors

*Fire Arc:* Front

*Crew:* 1 (1), 6 (1)

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Damage:* 4D

**Starfighter Complement:** 3 squadrons

## Bulk Cruiser



**Craft:** Rendili StarDrive's *Battle Horn*

**Alignment:** General / Rebel Alliance

**Era:** Rise of the Empire

**Source:** The Thrawn Trilogy Sourcebook (pages 211, 214)

**Type:** Modified bulk cruiser

**Scale:** Capital

**Length:** 600 meters

**Skill:** Capital ship piloting: bulk cruiser

**Crew:** 1,948, gunners: 102, skeleton: 840/+15

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 3D+2, starship gunnery 4D

**Passengers:** 200 (troops)

**Cargo Capacity:** 5,000 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 125/3D

*Focus:* 5/3D+2

**Weapons:**

**30 Quad Laser Cannons** (fire separately)

*Fire Arc:* 10 front, 10 left, 10 right

*Crew:* 1 (5), 2 (10), 3 (5)

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Damage:* 4D

## Corellian Gunship



**Craft:** Corellian Engineering Corporation Gunship

**Alignment:** General / Rebel Alliance

**Era:** Rise of the Empire

**Source:** Rebel Alliance Sourcebook (pages 61-62), The Thrawn Trilogy Sourcebook (page 215), Starships of the Galaxy (page 91)

**Type:** Mid-sized anti-starfighter warship

**Scale:** Capital

**Length:** 120 meters

**Skill:** Capital ship piloting: Corellian Gunship

**Crew:** 45, gunners: 46, skeleton: 10/+15

**Crew Skill:** Astrogation 3D+1, capital ship gunnery 4D+2, capital ship piloting 4D, capital ship shields 4D+1, sensors 3D

**Cargo Capacity:** 300 metric tons

**Consumables:** 8 months

**Cost:** 4.8 million (new), 2.4 million (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x16

**Nav Computer:** Yes

**Maneuverability:** 2D+1

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 4D+2

**Shields:** 2D+1

**Sensors:**

*Passive:* 20/0D





Scan: 40/0D  
Search: 80/1D  
Focus: 2/2D

**Weapons:**

### 8 Double Turbolaser Cannons

*Fire Arc:* 2 front, 3 left, 3 right

*Crew: 2*

*Skill:* Capital ship gunnery

### Fire Control: 3D

*Space Range: 3-15/35/75*

Atmosphere Range: 300-1.5/3.5/7.5 km

*Damage:* 4D+2

### 6 Quad Laser Cannons

*Fire Arc:* 3 left, 3 right

*Crew: 3*

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control: 3D*

Space Range: 1-5/10/17

Atmosphere Range: 100-500/1/1.7 km

*Damage:* 5D

#### 4 Concussion Missile Tubes

*Fire Arc:* 2 front, 2 back

*Crew: 3*

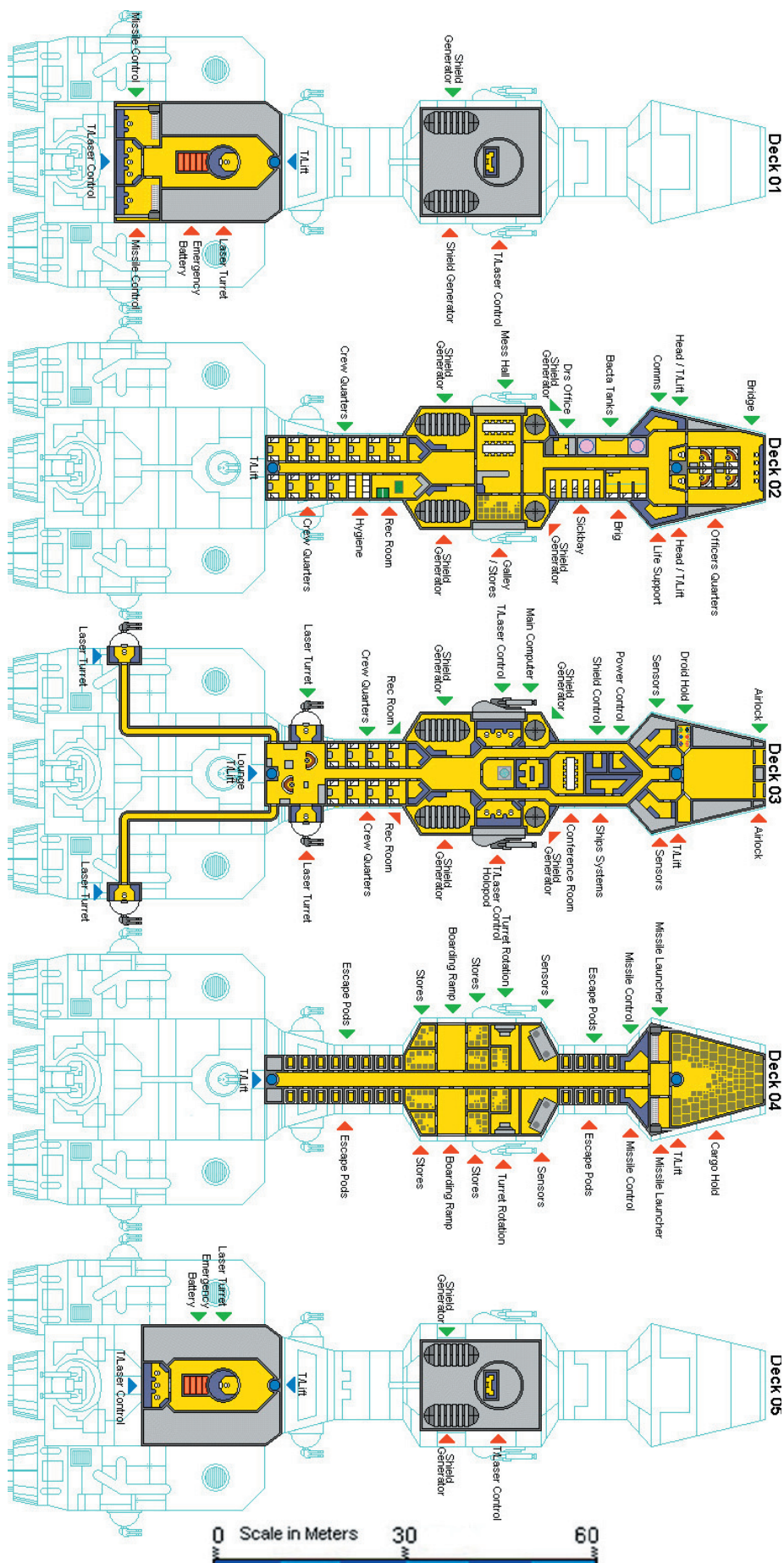
*Skill:* Capital ship gunnery

## Fire Control: 3D

*Space Range:* 2-12/30/60

Atmosphere Range: 200-1.2/3/6 km

*Damage:* 9D



## Quasar Fire Bulk Cruiser



**Craft:** Modified SoroSuub *Quasar Fire*-class Bulk Cruiser  
**Alignment:** General / Rebel Alliance  
**Era:** Rebellion  
**Source:** The Essential Guide to Vehicles and Vessels (pages 56-57)  
**Type:** Bulk Cruiser  
**Scale:** Capital  
**Length:** 340 meters  
**Skill:** Capital ship piloting  
**Crew:** 250, gunners: 4  
**Crew Skill:** Capital ship gunnery 2D+2, capital ship shields 4D, capital ship piloting 3D  
**Passengers:** none  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 4 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x10  
**Nav Computer:** Unlimited  
**Maneuverability:** 1D  
**Space:** 5  
**Hull:** 2D+2  
**Shields:** 6D+2  
**Sensors:**  
*Passive:* 60/1D  
*Scan:* 70/1D+2  
*Search:* 100/3D  
*Focus:* 4/3D  
**Weapons:**  
**2 Turbolaser Cannons**  
*Fire Arc:* Turret  
*Crew:* 2 on each  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 50/200/400  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D  
**4 Tractor Beam Projectors**  
*Fire Arc:* Front  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 5D+2

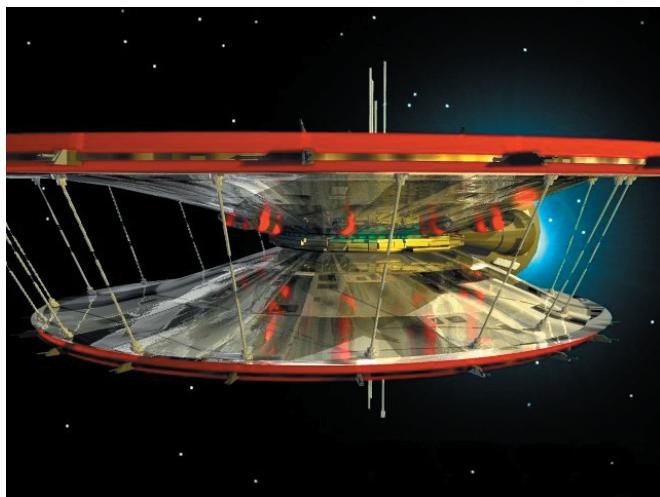
## Hapes Nova Battlecruiser

**Craft:** Hapan Consortium *Hapes Nova*-class Battlecruiser  
**Alignment:** Hapes Consortium  
**Era:** Rebellion  
**Source:** Starships of the Galaxy (page 95), The Essential Guide to Vehicles and Vessels (pages 62-63)  
**Type:** Heavy combat frigate  
**Scale:** Capital  
**Length:** 400 meters  
**Crew:** 1,700, gunners: 90  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting: Hapan Nova 6D, capital ship shields 6D+2, communications 5D+2, sensors 4D+2  
**Cargo Capacity:** 600 metric tons, 2 fighter squadrons (24 starfighters)  
**Passengers:** 600 (Troops/Support personnel)  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 4  
**Hull:** 5D  
**Shields:** 2D\*  
*\*The Hapan Nova has backup shields (4D). When a die of shields is lost, can make an easy capital ships shield roll to use one of the backup dice to bring the strength back to 2D.*  
**Sensors:**  
*Passive:* 40/0D  
*Scan:* 55/2D  
*Search:* 80/2D+2  
*Focus:* 5/3D  
**Weapons:**  
**25 Hapan Turbolaser Batteries** (Hapan turbolaser technology is archaic. Once fired a Hapan TL takes 3 times as long to recharge)  
*Fire arc:* 5 front, 5 left, 5 right, 5 rear, 5 turret  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 3-15/35/75  
*Damage:* 7D  
**10 Laser Cannons**  
*Fire arc:* Front  
*Scale:* Starfigther  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Damage:* 5D  
**10 Ion Cannons**  
*Fire arc:* Front  
*Skill:* Capital ship gunnery



*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50-100 km  
*Damage:* 3D

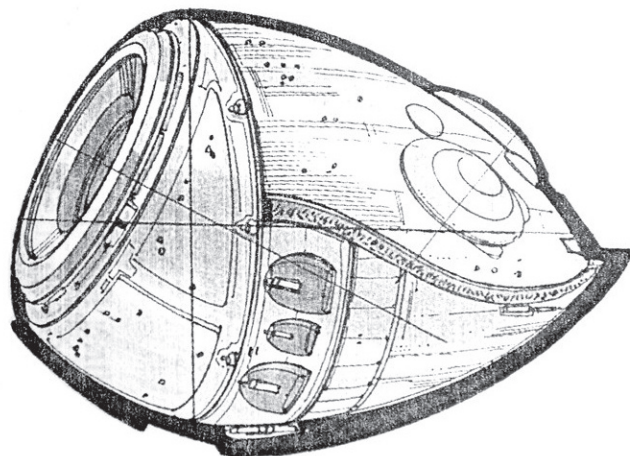
## Hapan Battle Dragon



**Craft:** Olanjii/Charubah Battle Dragon  
**Alignment:** Hapes Consortium  
**Era:** Rebellion  
**Source:** Starships of the Galaxy (page 95), The Essential Guide to Vehicles and Vessels (pages 60-61)  
**Type:** Heavy assault warship  
**Scale:** Capital  
**Length:** 500 meters in diameter  
**Crew:** 1,200 gunners: 190, skeleton: 700/+10  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting: Hapan Battle Dragon 6D, capital ship shields 6D+2, communications 5D+2, sensors 4D+2  
**Passengers:** 500 (troops)  
**Cargo Capacity:** 6,000 metric tons, 3 fighter squadrons (36 starfighters)  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 7D+2  
**Shields:** 3D  
**Sensors:**  
*Passive:* 50/0D  
*Scan:* 100/3D  
*Search:* 200/4D  
*Focus:* 6/4D+2  
**Weapons:**  
**40 Hapan Turbolaser Batteries** (Hapan turbolaser technology is archaic. Once fired a Hapan TL takes 3 times as long to recharge)  
*Fire arc:* 360 degree rotational  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150km

*Damage:* 7D  
**40 Ion Cannons**  
*Fire arc:* Turret  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100km  
*Damage:* 3D  
**4 Mass Pulse Generator Tubes**  
*Fire arc:* 1 front, 1 left, 1 right, 1 back  
*Skill:* Capital ship gunnery  
*Fire Control:* 5D  
*Space Range:* 1-5/75/150  
*Damage:* Blocks hyperspace travel. Each mine equals a 30 unit diameter.  
**2 Triple Ion Cannons**  
*Fire arc:* Turret  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 2-20/50/80  
*Damage:* 3D+2  
**1 Tractor Beam Projector**  
*Fire arc:* Turret  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Damage:* 6D

## Ssi-ruuvi Planetary Assault Carrier



**Craft:** Ssi-ruuvi *Sh'ner*-class Carrier  
**Alignment:** Ssi-ruuk  
**Era:** New Republic  
**Source:** The Essential Guide to Vehicles and Vessels (pages 154-155)  
**Type:** Planetary assault carrier  
**Scale:** Capital  
**Length:** 750 meters  
**Skill:** Capital ship piloting: *Sh'ner*  
**Crew:** 60 (Ssi-ruuk), 500 (P'w'ecks), gunners: 30, skeleton: 30 (Ssi-ruuk) 250 (P'w'ecks)/+10  
**Crew Skill:** Astrogation 4D, starship gunnery 3D+2, capital ship piloting 4D+1, capital ship shields 3D+2  
**Cargo Capacity:** 5,000 metric tons



**Consumables:** 1 month

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 3

**Hull:** 2D

**Shields:** 2D+2

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 100/2D

*Focus:* 4/3D

**Weapons:**

**6 Ion Cannons**

*Fire Arc:* Turret

*Crew:* 3 front/right/back, 3 front/left/back

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/10/15

*Atmosphere Range:* 100-500/1/1.5 km

*Damage:* 5D

**2 Tractor beam Projectors**

*Fire Arc:* 1 front/right/back, 1 front/left/back

*Crew:* 6

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Damage:* 4D

## Ssi-ruuvi Manufacturing Ship

**Craft:** Ssi-ruuvi *Lwhekk*-class Manufacturing Ship

**Alignment:** Ssi-ruuk

**Era:** New Republic

**Type:** Manufacturing ship

**Scale:** Capital

**Length:** 624 meters

**Skill:** Capital ship piloting: Lwhekk manufacturing ship

**Crew:** 300 (Ssi-ruuk), 1,000 (P'w'ecks), gunners: 126, skeleton: 150 (Ssi-ruuk), 500 (P'w'ecks)/+10

**Crew Skill:** Astrogation 4D+1, capital ship gunnery 3D, capital ship piloting 4D, capital ship shields 3D+2, sensors 4D

**Passengers:** 7,500 (P'w'eck manufacturing workers)

**Cargo Capacity:** 30,000 metric tons

**Consumables:** 3 months

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x16

**Nav Computer:** Limited to 3 jumps

**Maneuverability:** 1D

**Space:** 3

**Hull:** 3D

**Shields:** 2D

**Sensors:**

*Passive:* 15/1D

*Scan:* 45/1D+1

*Search:* 90/2D

*Focus:* 3/2D+1

**Weapons:**

**3 Turbolaser Batteries**

*Fire Arc:* 1 front, 2 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**20 Tractor Beam Projectors**

*Fire Arc:* 10 front/right/back, 10 front/left/back

*Crew:* 6

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Damage:* 4D

## Ssi-ruuvi Light Cruiser

**Craft:** Ssi-ruuvi *Wurrif*-class Light Cruiser

**Alignment:** Ssi-ruuk

**Era:** New Republic

**Type:** Ssi-ruuvi light cruiser

**Scale:** Capital

**Length:** 400 meters

**Skill:** Capital ship piloting: Wurrif cruiser

**Crew:** 200 (Ssi-ruuk), 1,500 (P'w'ecks), gunners: 156, skeleton: 100 (Ssi-ruuk), 700 (P'w'ecks)/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 4D+2, capital ship shields 4D, sensors 3D+1

**Cargo Capacity:** 2,000 metric tons

**Consumables:** 3 months

**Hyperdrive Multiplier:** x1

**Nav Computer:** Limited to 3 jumps

**Maneuverability:** 2D+2

**Space:** 6

**Hull:** 3D

**Shields:** 1D+2

**Sensors:**

*Passive:* 35/1D

*Scan:* 60/1D+1

*Search:* 100/2D

*Focus:* 3/2D+1

**Weapons:**

**6 Heavy Turbolasers**

*Fire Arc:* 3 front, 3 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**24 Ion Cannons**

*Fire Arc:* 6 front, 6 right, 6 left, 6 back

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 5D

**24 Heavy Turbolasers**

*Fire Arc:* 6 front, 3 left, 3 right

*Crew:* 6

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Damage:* 4D

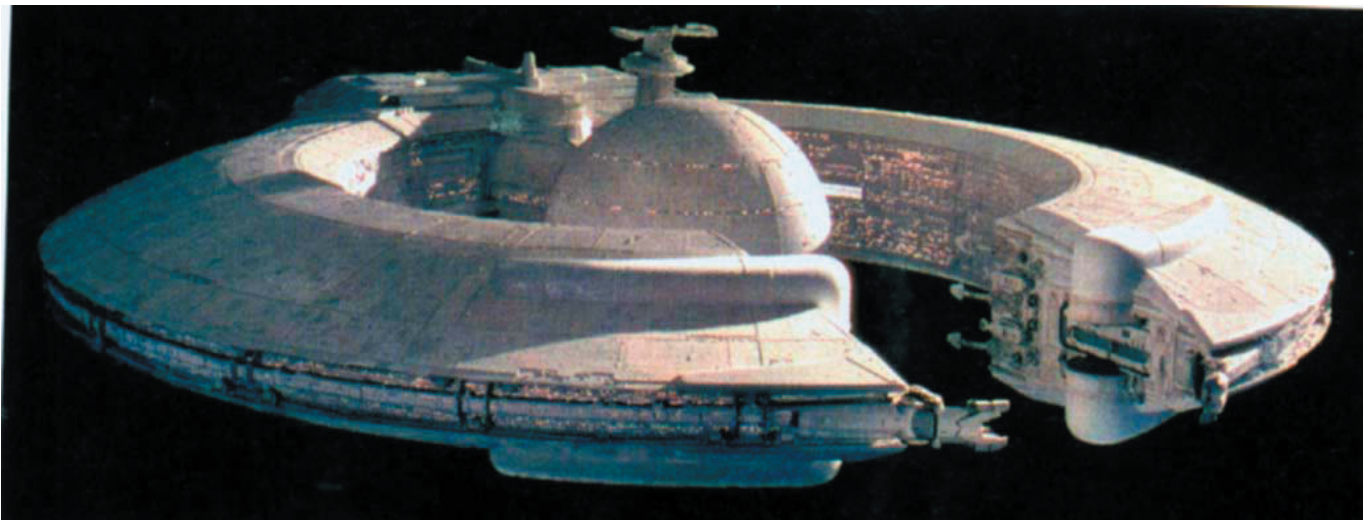
## Separatists

### LH-3210 Freighter

**Craft:** Hoersch-Kessel Drive, Inc., LH-3210  
**Alignment:** Trade Federation  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 6)  
**Type:** Cargo freighter  
**Scale:** Capital  
**Length:** 3,170 meters  
**Skill:** Capital ship piloting: LH-3210  
**Crew:** 500  
**Passengers:** 200 battle droids or troops, 50 sapients (typically diplomats or trade reps)  
**Crew Skill:** All appropriate skills at 4D  
**Cargo Capacity:** 25 million metric tons  
**Consumables:** 500 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D+2  
*Focus:* 6/4D  
**Weapons:**  
**28 Quadlasers**  
*Fire Arc:* 7 front, 7 rear, 7 right, 7 left.  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/20  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 5D

## Trade Federation Battleship

**Craft:** Modified Hoersch-Kessel Drive, Inc., LH-3210  
**Alignment:** Trade Federation  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 6)  
**Type:** Battleship  
**Scale:** Capital  
**Length:** 3,170 meters  
**Skill:** Capital ship piloting: LH-3210  
**Crew:** 150 droids, 25 Neimoidian command staff  
**Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery 4D+1, capital ship shields 4D+1  
**Passengers:** 139,000 battle droids  
**Cargo Capacity:** 5 million metric tons  
**Consumables:** 500 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D+2  
*Focus:* 6/4D  
**Weapons:**  
**42 Quadlasers**  
*Fire Arc:* 14 front, 14 rear, 7 right, 7 left.  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/20  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 5D  
**Starship Complement:** 50 landing ships, 1500 droid starfighters  
**Ground Assault Complement:** 550 MTTs, 1500 troop carriers, 6250 ATTs

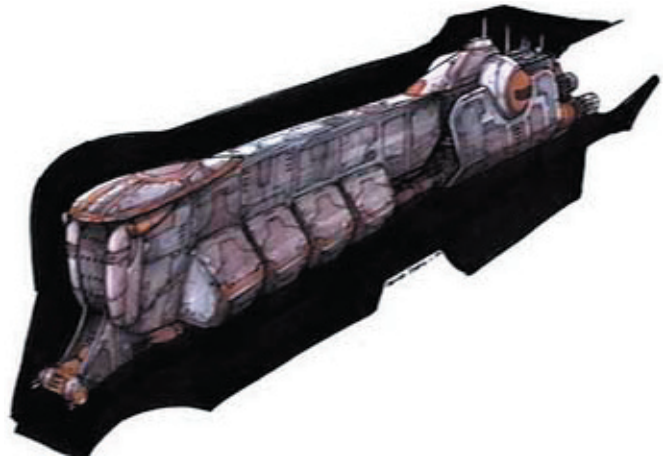


## Trade Federation Droid Control Ship

**Craft:** Modified Hoersch-Kessel Drive, Inc., LH-3210  
**Alignment:** Trade Federation  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 7)  
**Type:** Command ship  
**Scale:** Capital  
**Length:** 3,170 meters  
**Skill:** Capital ship piloting: LH-3210  
**Crew:** 150 droids, 25 Neimoidian command staff  
**Passengers:** 10 plus 139,000 battle droids  
**Crew Skill:** Capital ship piloting 4D+1, capital ship gunnery 4D+1, capital ship shields 4D+1  
**Cargo Capacity:** 4 million metric tons  
**Consumables:** 500 days  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D+2  
*Focus:* 6/4D  
**Weapons:**  
**42 Quadlasers**  
*Fire Arc:* 14 front, 14 rear, 7 right, 7 left.  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/20  
*Atmosphere Range:* 100-500/1/2 km  
*Damage:* 5D  
**Starship Complement:** 50 landing ships, 1500 droid starfighters  
**Ground Assault Complement:** 550 MTTs, 1500 troop carriers, 6250 ATTs

**Craft:** Haor Chall Engineering C-9979  
**Alignment:** Trade Federation  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 8)  
**Type:** Heavy transport  
**Scale:** Capital  
**Length:** 370 meters  
**Skill:** Capital ship piloting: C-9979  
**Crew:** 88 droids or 140 sapients  
**Crew Skill:** All appropriate skills at 6D  
**Passengers:** 30 repair droids, 40 commander battle droids, 39 pilot battle droids, 15 security droids,  
**Cargo Capacity:** 1800 metric tons (used primarily for storing ATTs)  
**Consumables:** 1 day  
**Cost:** 200,000 (new), 75,000 (used)  
**Maneuverability:** 1D+1  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
**Ground Assault Complement:** 28 troop carriers (each containing 112 battle droids), 11 MTTs (each containing 112 battle droids)

## Trade Federation Armed Freighter



## C-9979 Landing Craft





**Craft:** Hoersch-Kessel Drive Armed Freighter

**Alignment:** Trade Federation

**Era:** Old Republic

**Type:** Cargo freighter

**Scale:** Capital

**Length:** 390 meters

**Skill:** Capital ship piloting: armed freighter

**Crew:** 40

**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 2D+1, capital ship repair 2D, sensors 3D+2

**Passengers:** 50

**Cargo Capacity:** 30,000 metric tons

**Consumables:** 4 months

**Cost:** 230,000

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Space:** 4

**Maneuverability:** 1D

**Hull:** 3D

**Shields:** 1D+1

**Sensors**

*Passive:* 20/1D

*Scan:* 50/2D

*Search:* 80/3D

*Focus:* 4/3D+2

**Weapons:**

**2 Double Laser Cannons**

*Fire Arc:* Front

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D+2

*Space Range:* 2-10/20/30

*Atmosphere Range:* 200-1/2/3 km

*Damage:* 5D

**2 Quad Laser Cannons**

*Fire Arc:* 1 left, 1 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D+2

*Space Range:* 2-10/20/30

*Atmosphere Range:* 200-1/2/3 km

*Damage:* 4D

## Trade Federation Missile Frigate

**Craft:** Hoersch-Kessel Drive Missile Frigate

**Alignment:** Trade Federation

**Era:** Old Republic

**Type:** Heavy assault frigate

**Scale:** Capital

**Length:** 260 Meters

**Skill:** Capital ship piloting: missile frigate

**Crew:** 65, 20 gunners

**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 2D+1, capital ship repair 2D, sensors 3D+2

**Passengers:** 100 (troops)

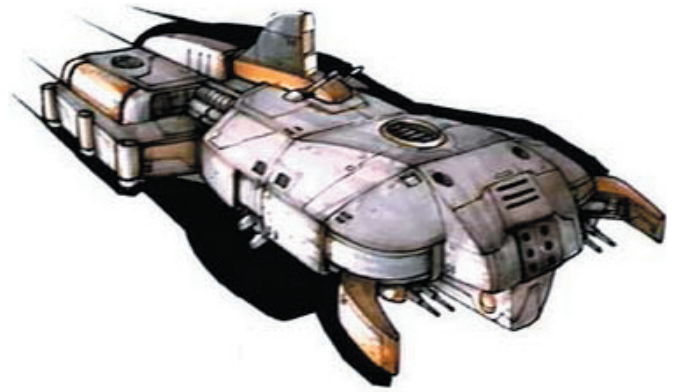
**Cargo Capacity:** 1300 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes



**Space:** 4

**Maneuverability:** 1D

**Hull:** 4D+2

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D+1

*Scan:* 60/2D+1

*Search:* 90/3D+2

*Focus:* 6/4D+2

**Weapons:**

**6 Concussion Missile Batteries**

*Fire Arc:* 2 front, 2 left, 2 right, 2 rear

*Crew:* 3 (5), 2 (1)

*Skill:* Capital ship gunnery

*Ammo:* 12 missiles per battery

*Fire Control:* 4D

*Space Range:* 5-20/50/110

*Atmosphere Range:* 5-50/100/300 km

*Damage:* 9D

**4 Laser Cannons** (fire-linked by pairs)

*Fire Arc:* Front

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 5D

## Skanaw Patrol Frigate

**Craft:** Dylath-Leen Skanaw-class

**Alignment:** Trade Federation

**Era:** Rise of the Empire

**Type:** Patrol frigate

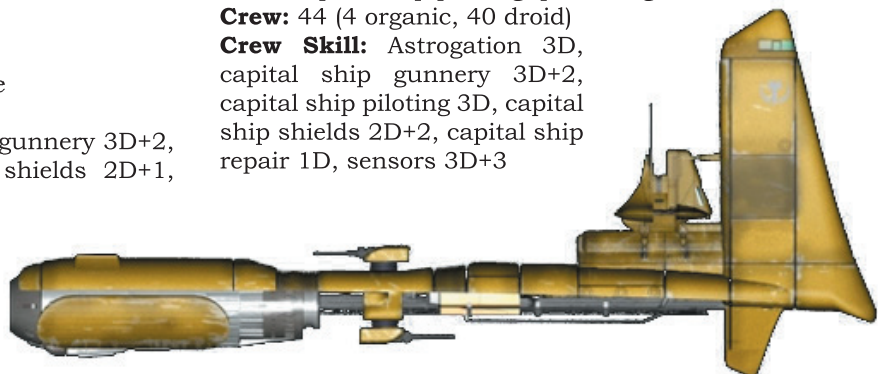
**Scale:** Capital

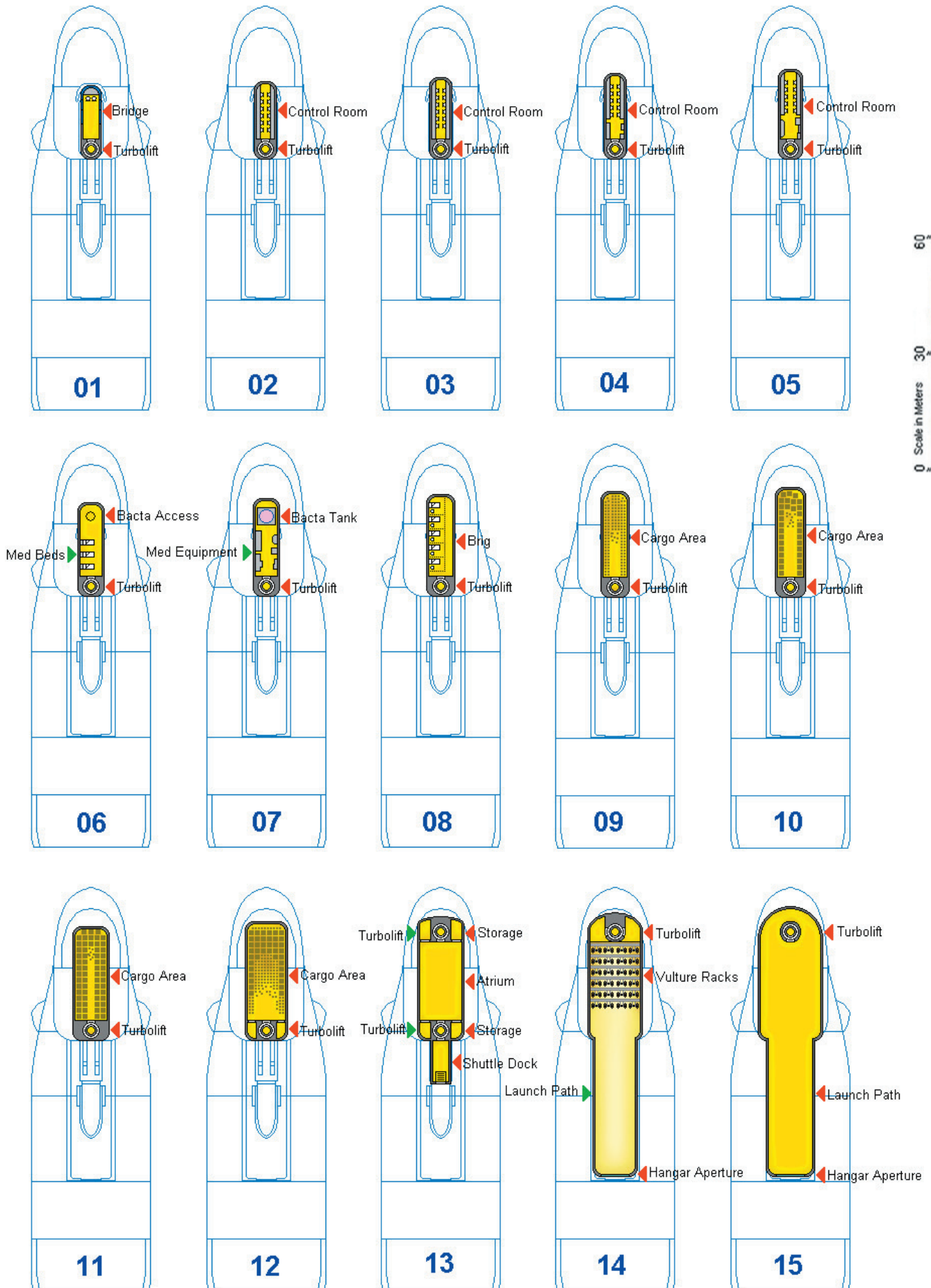
**Length:** 217 meters

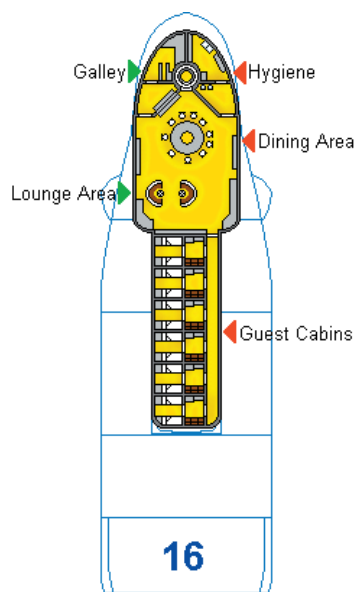
**Skill:** capital ship piloting: patrol frigate

**Crew:** 44 (4 organic, 40 droid)

**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 2D+2, capital ship repair 1D, sensors 3D+3







**Passengers:** 100 (50 battle droids, 25 super battle droids, 25 droid starfighters)

**Cargo Capacity:** 1,100 metric tons

**Consumables:** 6 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Hull:** 4D

**Shields:** 2D+1

**Sensors:**

*Passive:* 30/1D+1

*Scan:* 60/2D+1

*Search:* 90/3D+2

*Focus:* 6/4D+2

**Weapons:**

**2 Medium Laser Cannons** (fire-linked by pairs)

*Fire Arc:* Turret

*Crew:* 4 (droid)

*Skill:* Capital ship gunnery

*Fire Control:* 2D+1

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D+2

**Passengers:** 400 troops

**Cargo Capacity:** 100 metric tons

**Consumables:** 3 months

**Cost:** Not available for Sale (estimated cost 2.64 million credits)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Space:** 5

**Maneuverability:** 1D

**Hull:** 3D+1

**Shields:** 1D+2

**Sensors:**

*Passive:* 40/1D

*Scan:* 70/2D

*Search:* 100/3D

*Focus:* 4/3D+2

**Weapons:**

**20 Turbolaser Cannons**

*Fire Arc:* 1 battery front, 1 battery left, 1 battery right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D+1

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 6D

**16 Point Defense Laser Cannons**

*Fire Arc:* 4 front, 6 left, 6 right

*Crew:* 2

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/7/10

*Atmosphere Range:* 100-300/700/1 km

*Damage:* 4D

**3 Tractor Beam Projectors**

*Fire Arc:* 1 front, 1 left, 1 right

*Crew:* 3

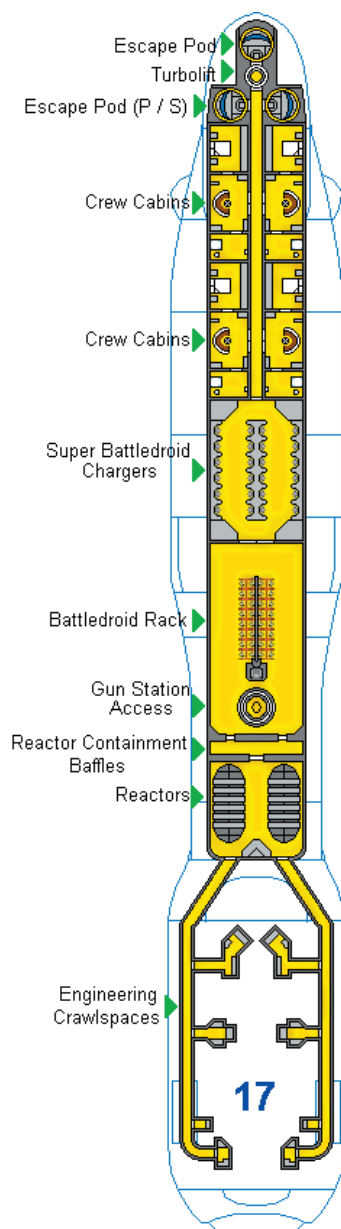
*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D



## Banking Clan Starship

**Craft:** InterGalactic Banking Clan Starship

**Alignment:** Separatists

**Era:** Rise of the Empire

**Type:** Space cruiser

**Scale:** Capital

**Length:** 235 meters

**Skill:** Capital ship piloting: IBC Starship

**Crew:** 120

**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+2, capital ship piloting 3D, capital ship shields 3D, capital ship repair 3D, sensors 3D+1





# Imperial

## Acclamator Assault Ship



**Craft:** Rothana Heavy Engineering *Acclamator*-class Military Transport

**Alignment:** Old Republic / Empire

**Era:** Rise of the Empire

**Type:** Assault ship

**Scale:** Capital

**Length:** 752 meters

**Skill:** Capital ship piloting: *Acclamator*-class

**Crew:** 700

**Crew Skill:** All skills typically at 4D

**Passengers:** 16,000 (troops)

**Cargo Capacity:** 2,000 metric tons

**Consumables:** 20 days

**Cost:** 29 million (new), 19 million (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 0D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 3D+1

**Shields:** 2D+1

**Sensors:**

*Passive:* 40/1D

*Scan:* 70/2D

*Search:* 150/3D

*Focus:* 4/3D+2

**Weapons:**

**12 Turbo Quadlasers**

*Fire Arc:* Partial Turret (6 front/left, 6 front/right)

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 6D

**4 Assault Concussion Missile Tubes**

*Fire Arc:* Front

*Skill:* Capital ship gunnery

*Ammo:* 20 missiles each

*Fire Control:* 3D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 4-24/60/120 km

*Damage:* 9D

**24 Point Laser Cannons**

*Fire Arc:* 2 Batteries Front, 2 Batteries Left, 2 Batteries Right

*Scale:* Starfighter

*Skill:* Starship gunnery

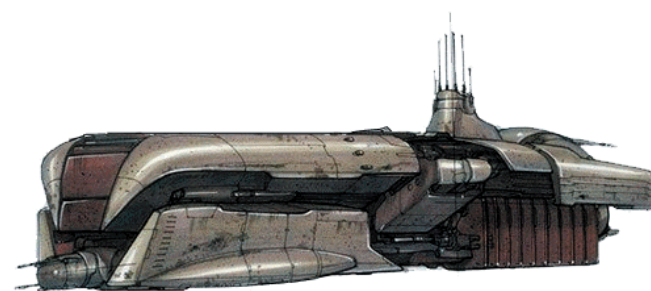
*Fire Control:* 1D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D+1

## Huntress Pursuit Cruiser



**Craft:** Loronar *Huntress*-class Pursuit Cruiser

**Alignment:** Old Republic / Empire

**Era:** Old Republic

**Type:** Pursuit cruiser

**Scale:** Capital

**Length:** 375 meters

**Skill:** Capital ship piloting: pursuit cruiser

**Crew:** 845, gunners: 13

**Crew Skill:** Capital ship gunnery 3D+2, capital ship piloting 4D, capital ship shields 3D

**Passengers:** 200 (troops)

**Cargo Capacity:** 3,100 metric tons

**Consumables:** 1 year

**Cost:** Not Available for Sale

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Space:** 6

**Maneuverability:** 1D+2

**Hull:** 5D

**Shields:** 2D

**Sensors**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 100/2D

*Focus:* 3/3D

**Weapons:**

**20 Turbolaser Batteries**

*Fire Arc:* 1 front, 8 left, 8 right, 3 back

*Crew:* 3 (19), 2 (1)

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**5 Quad Laser Batteries**

*Fire Arc:* 1 front, 4 turret

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Damage:* 4D

### Tractor Beam Projector

*Fire Arc:* Turret

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

## X-Q1 Patrol Craft

**Craft:** Loronar X-Q1 Patrol Craft

**Alignment:** Empire / General

**Era:** Rise of the Empire

**Type:** Patrol craft

**Scale:** Capital

**Length:** 80 meters

**Skill:** Capital ship piloting: Patrol craft

**Crew:** 6, gunners: 4, skeleton 3/+10

**Crew Skill:** Capital ship piloting 5D, capital ship gunnery 5D, capital ship shields 4D, sensors 3D+2

**Passengers:** 16 (troops)

**Cargo Capacity:** 300 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale

**Maneuverability:** 2D+1

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 3D

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/1D+2

*Search:* 130/2D+1

*Focus:* 4/3D

**Weapons:**

**2 Turbolaser Cannons**

*Fire Arc:* Turret

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere:* 6-30/70/150 km

*Damage:* 4D



**Atmosphere:** 350; 1,000 km/h

**Hull:** 4D

**Shields:** 2D+2

**Sensors:**

*Passive:* 20/1D

*Scan:* 40/1D+2

*Search:* 60/2D

*Focus:* 4/2D+2

**Weapons:**

**5 Laser Cannons**

*Fire Arc:* 2 front, 1 left, 1 right, 1 back

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 2-15/30/60

*Atmosphere Range:* 400-3/6/12 km

*Damage:* 4D

## System Patrol Craft



**Craft:** Sienar Fleet Systems IPV 1

**Alignment:** Empire

**Era:** Rise of the Empire

**Source:** Imperial Sourcebook (pages 51), Pirates & Privateers (page 74), The Thrawn Trilogy Sourcebook (page 222), Starships of the Galaxy (pages 102-103)

**Type:** Inter-system patrol/customs craft

**Scale:** Capital

**Length:** 120 meters

**Skill:** Capital ship piloting: IPV 1

**Crew:** 4, gunners: 8, skeleton: 3/+5

**Crew Skill:** Capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D, sensors 3D

**Passengers:** 10 (troops)

**Cargo Capacity:** 200 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale

**Maneuverability:** 2D+1

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 3D+1

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/1D+2

## X-Q2 System Patrol Cruiser

**Craft:** Loronar Regulator X-Q2 System Patrol Cruiser

**Alignment:** Empire / General

**Era:** Rebellion

**Type:** Inter-system patrol/customs craft

**Scale:** Capital

**Length:** 150 meters

**Skill:** Capital ship piloting: X-Q2

**Crew:** 9, gunners: 5, skeleton: 5/+15

**Crew Skill:** Capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 3D+2

**Passengers:** 15

**Cargo Capacity:** 300 metric tons

**Consumables:** 3 weeks

**Cost:** Not available for sale

**Maneuverability:** 2D+2

**Space:** 7

*Search:* 130/2D

*Focus:* 4/3D

**Weapons:**

**4 Turbolaser Cannons**

*Fire Arc:* Turret

*Crew:* 2

*Skill:* Capital ship gunnery

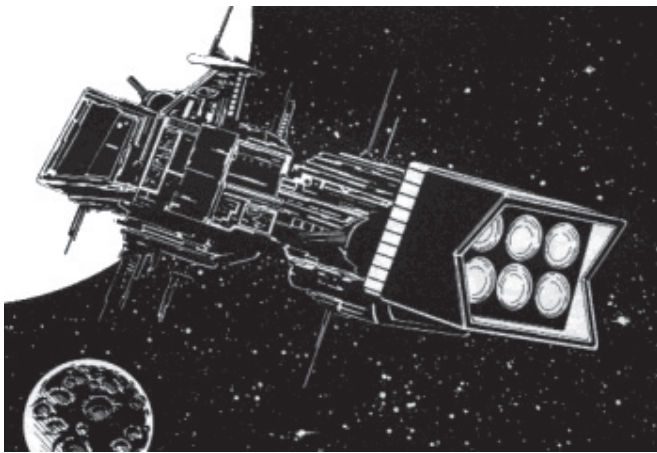
*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 300-1.5/3.5/7.5 km

*Damage:* 4D

## Dungeon Ship



**Craft:** Rendili StarDrive's *Lictor*-class

**Alignment:** Empire

**Era:** Rise of the Empire

**Source:** Dark Empire Sourcebook (pages 95-96)

**Type:** Mandalorian dungeon ship

**Scale:** Capital

**Length:** 764 meters

**Skill:** Capital ship piloting: *Lictor*-class

**Crew:** 860, gunners, 46, skeleton: 370/+15

**Crew Skill:** Astrogation 2D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 3D

**Passengers:** 400 (security wardens), 8,000 (prisoners in standard cells), 1,000 (prisoners in special holding cells)

**Cargo Capacity:** 1,500 metric tons

**Consumables:** 2 months

**Cost:** 7.8 million credits

**Hyperdrive Multiplier:** x2

**Nav Computer:** Limited to two jumps

**Maneuverability:** 3D

**Space:** 3

**Hull:** 5D

**Shields:** 1D+2

**Sensors:**

*Passive:* 40/0D

*Scan:* 75/1D

*Search:* 150/3D

*Focus:* 4/4D+2

**Weapons:**

**10 Quad Turbolaser Batteries**

*Fire Arc:* 2 front, 4 left, 4 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**2 Tractor Beam Projectors**

*Fire Arc:* 1 front/left, 1 right/back\*

\*May be used on only one fire arc per round

*Crew:* 8

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/35

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

## Bayonet Cruiser

**Craft:** Sienar Fleet Systems' *Bayonet*-class Cruiser

**Alignment:** Empire

**Era:** Rise of the Empire

**Type:** Light cruiser

**Scale:** Capital

**Length:** 200 meters

**Skill:** Capital ship piloting: Bayonet

**Crew:** 120, gunners: 30, skeleton: 40/+10

**Crew Skill:** Astrogation 5D, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D+1

**Passengers:** 48 (troops)

**Cargo Capacity:** 3,500 metric tons

**Consumables:** 1 year

**Cost:** 5 million (new), 2.3 million (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8

**Atmosphere:** 175; 500 km/h

**Hull:** 4D

**Shields:** 2D+2

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/3D

*Search:* 160/4D

*Focus:* 6/3D+2

**Weapons:**

**8 Heavy Turbolasers**

*Fire Arc:* 2 front, 3 left, 3 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**6 Laser Cannons**

*Fire Arc:* 2 front, 2 left, 2 right

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 7D



## 2 Tractor Beam Projectors

*Fire Arc:* Front

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

## Carrack Light Cruiser



**Craft:** Damorian Manufacturing's *Carrack*-class light cruiser

**Alignment:** Empire

**Era:** Rise of the Empire

**Source:** Imperial Sourcebook (pages 57-58), The Thrawn Trilogy Sourcebook (page 214), Starships of the Galaxy (pages 89-90), The Essential Guide to Vehicles and Vessels (pages 16-17)

**Type:** Light cruiser

**Scale:** Capital

**Length:** 350 meters

**Skill:** Capital ship piloting: Carrack

**Crew:** 1,007, gunners: 85, skeleton: 500/+10

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 4D+1, capital ship shields 4D, sensors 4D+1

**Passengers:** 142 (troops)

**Cargo Capacity:** 3,500 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8

**Hull:** 5D

**Shields:** 2D+2

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 100/2D

*Focus:* 4/3D

**Weapons:**

**10 Heavy Turbolasers**

*Fire Arc:* 2 front, 3 left, 3 right, 2 back

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

## 20 Laser Cannons

*Fire Arc:* 5 front, 5 left, 5 right, 5 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 2D

## 5 Tractor Beam Projectors

*Fire Arc:* 1 front, 2 left, 2 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

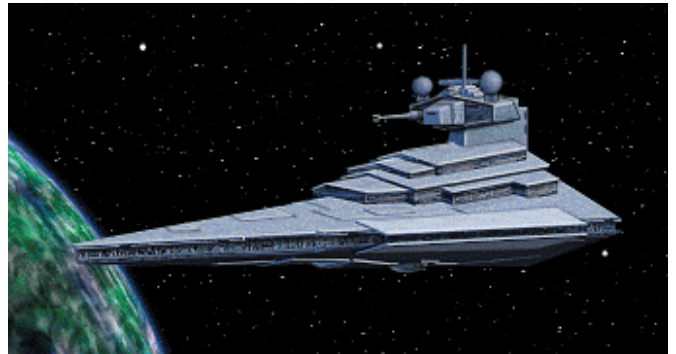
*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

**Starfighter Complement:** 4 recon fighters

## Victory Star Destroyer



**Craft:** Rendili Star Drive's Victory I

**Alignment:** Empire / General

**Era:** Rise of the Empire

**Source:** Imperial Sourcebook (pages 59-60), Han Solo and the Corporate Sector Sourcebook (pages 91-92), The Thrawn Trilogy Sourcebook (page 223), Starships of the Galaxy (page 103), The Essential Guide to Vehicles and Vessels (pages 188-189)

**Type:** Victory-class Star Destroyer

**Scale:** Capital

**Length:** 900 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 4,798, gunners: 402, skeleton 1,785/+15

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2

**Passengers:** 2,040 (troops)

**Cargo Capacity:** 8,100 metric tons

**Consumables:** 4 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 4D

**Shields:** 3D+1

**Sensors:**

*Passive* 40/1D

*Scan* 70/2D

*Search* 150/3D

*Focus* 4/3D+2

**Weapons:**
**10 Quad Turbolaser Batteries**

*Fire Arc:* 5 left, 5 right

*Crew:* 5

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**40 Double Turbolaser Batteries**

*Fire Arc:* 10 front, 15 left, 15 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 2D+2

**80 Concussion Missile Launchers**

*Fire Arc:* 20 front, 20 left, 20 right, 20 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 4-24/60/120 km

*Damage:* 9D

**10 Tractor Beam Projectors**

*Fire Arc:* 6 front, 2 left, 2 right

*Crew:* 2 (2), 4 (2), 10 (6)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 5D

**Starfighter Complement:** 2 squadrons

## Victory II Star Destroyer

**Craft:** Rendili StarDrive's Victory II

**Alignment:** Empire / General

**Era:** Rise of the Empire

**Source:** Imperial Sourcebook (pages 60-61), Starships of the Galaxy (pages 103)

**Type:** Victory-class Star Destroyer

**Scale:** Capital

**Length:** 900 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 5,881, gunners: 226, skeleton: 2,100/+10

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D, sensors 3D+2

**Passengers:** 1,600 (troops)

**Cargo Capacity:** 8,100 metric tons

**Consumables:** 4 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D



**Space:** 6

**Hull:** 4D+2

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 70/2D

*Search:* 150/3D

*Focus:* 4/3D+2

**Weapons:**
**20 Turbolaser Batteries**

*Fire Arc:* 10 front, 5 left, 5 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**20 Double Turbolaser Cannons**

*Fire Arc:* 5 front, 5 left, 5 right, 5 back

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**10 Ion Cannons**

*Fire Arc:* 2 front, 3 left, 3 right, 2 back

*Crew:* 2 (2), 3 (2), 4 (6)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

**10 Tractor Beam Projectors**

*Fire Arc:* 6 front, 2 left, 2 right

*Crew:* 2 (2), 4 (2), 10 (6)

*Skill:* Capital ship gunnery

*Fire Control:* 2D

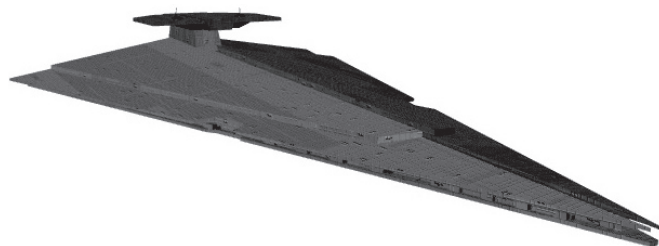
*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

**Starfighter Complement:** 2 squadrons

## Vindicator Heavy Cruiser



**Craft:** Sienar Fleet Systems *Vindicator*-class Heavy Cruiser

**Alignment:** Empire / General

**Era:** Rise of the Empire

**Source:** Starships of the Galaxy (pages 99-100)

**Type:** *Vindicator*-class heavy cruiser

**Scale:** Capital

**Length:** 600 meters

**Skill:** Capital ship piloting: Vindicator

**Crew:** 2,551

**Crew Skill:** Varies, typically 4D in all applicable skills

**Passengers:** 400 (troops)

**Cargo Capacity:** 8,000 metric tons

**Consumables:** 1.5 years

**Cost:** Not available for sale (43 million estimated)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Hull:** 6D

**Shields:** 3D

**Sensors:**

*Passive:* 30/1D

*Scan:* 75/2D

*Search:* 150/3D

*Focus:* 5/4D

**Weapons:**

**25 Light Turbolasers**

*Fire Arc:* 2 batteries front, 1 battery right, 1 battery left, 1 battery rear

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**20 Light Turbo Quadlasers**

*Fire Arc:* 2 batteries front, 1 battery right, 1 battery left, 1 battery rear

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

**10 Point-Defense Lasers**

*Fire Arc:* 2 front, 3 right, 3 left, 2 rear

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

**20 Light Ion Cannons**

*Fire Arc:* 2 batteries front, 1 battery right, 1 battery left, 1 battery rear

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 3D+2

**3 Tractor Beam Projectors**

*Fire Arc:* 1 front, 1 right, 1 left

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 1-5/15/30 km

*Damage:* 4D

## Star Destroyer

**Craft:** Kuat Drive Yards' Imperial I Star Destroyer

**Alignment:** Empire

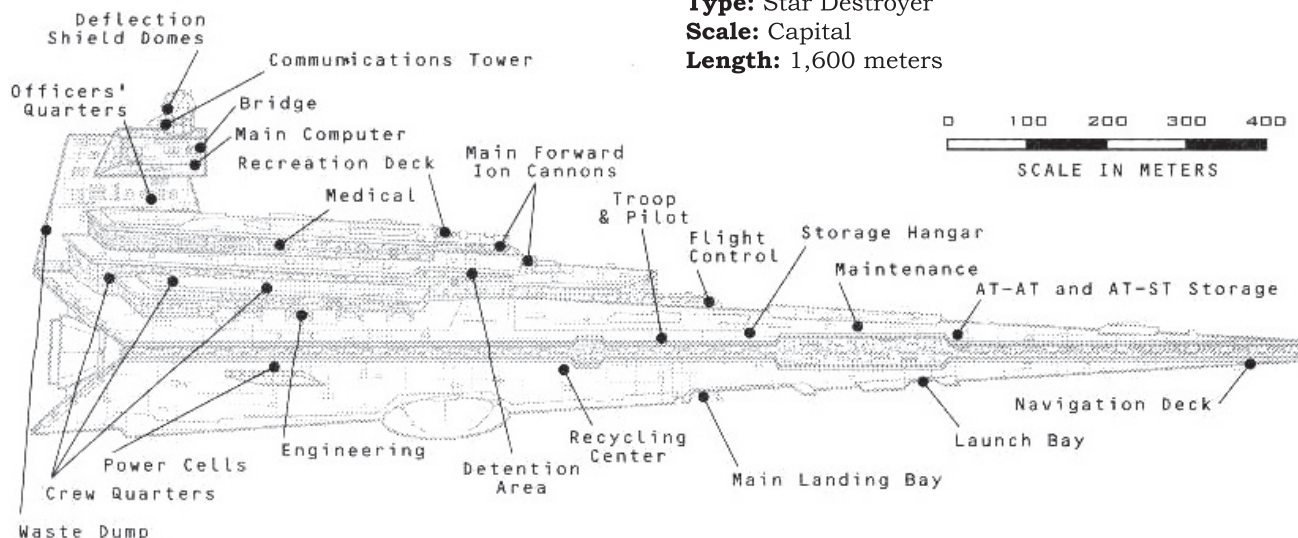
**Era:** Rise of the Empire

**Source:** Core Rulebook (page 252), Imperial Sourcebook (pages 61-62), The Thrawn Trilogy Sourcebook (page 219), The Essential Guide to Vehicles and Vessels (pages 80-81)

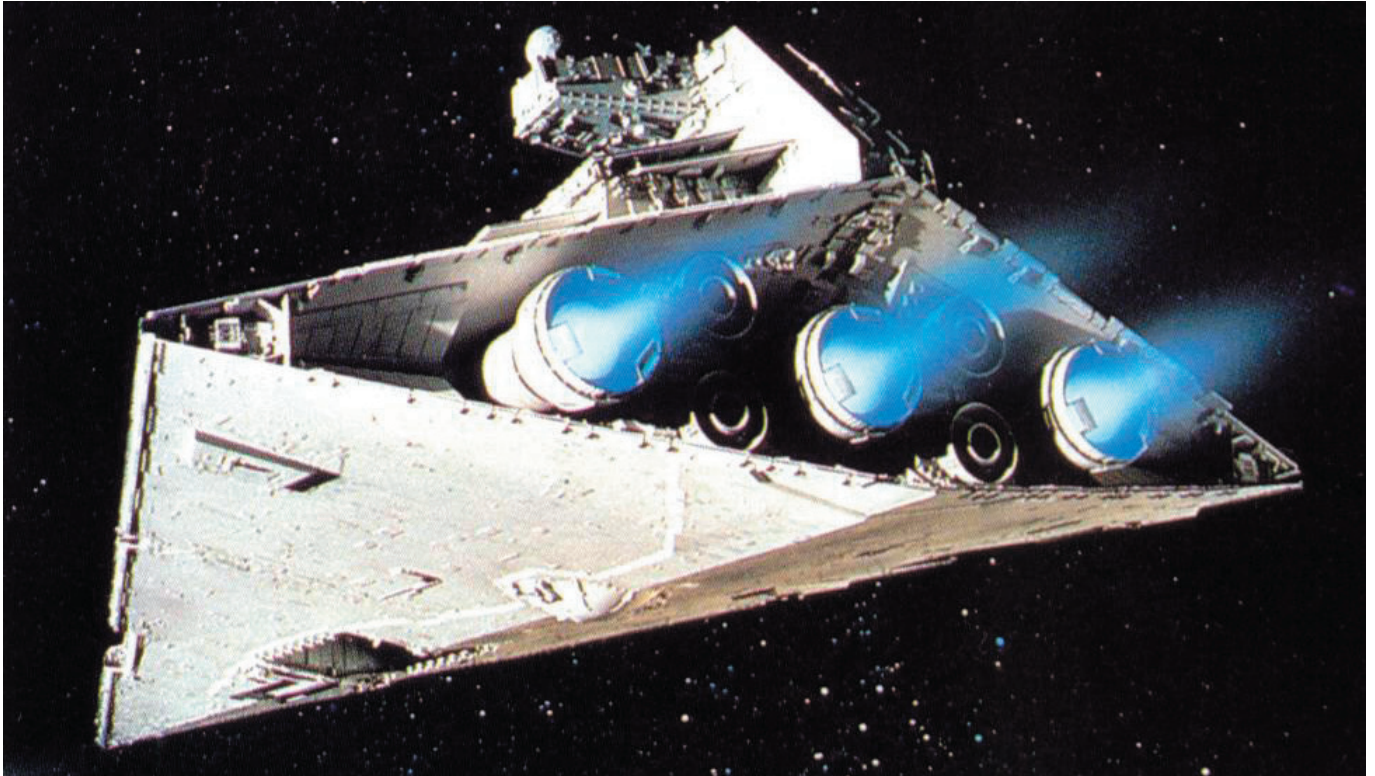
**Type:** Star Destroyer

**Scale:** Capital

**Length:** 1,600 meters







**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 36,810, gunners: 275, skeleton: 5,000/+20  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

**Passengers:** 9,700(troops)

**Cargo Capacity:** 36,000 metric tons

**Consumables:** 6 years

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Hull:** 7D

**Shields:** 3D

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/3D

*Search:* 200/4D

*Focus:* 6/4D+2

**Weapons:**

**60 Turbolaser Batteries**

*Fire Arc:* 20 front, 20 left, 20 right

*Crew:* 1 (20), 2 (40)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**60 Ion Cannons**

*Fire Arc:* 20 front, 15 left, 15 right, 10 back

*Crew:* 1 (15), 2 (45)

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

**10 Tractor Beam Projectors**

*Fire Arc:* 6 front, 2 left, 2 right

*Crew:* 1 (2), 4 (2), 10 (6)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

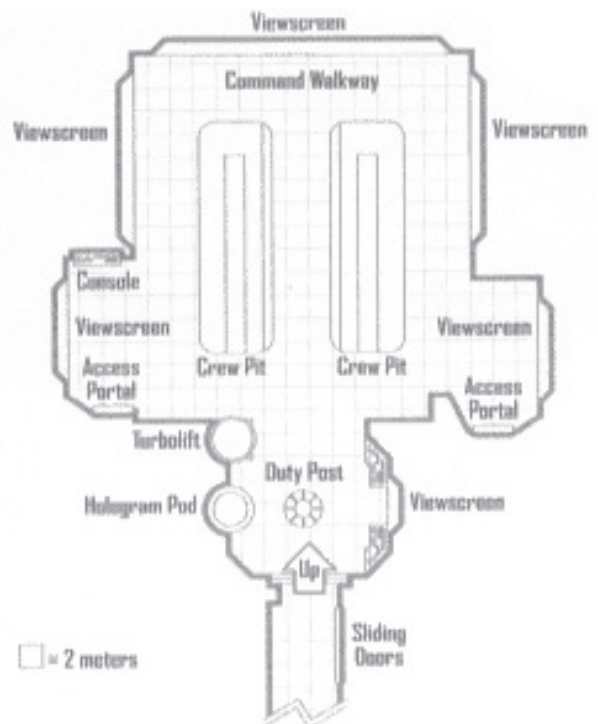
*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

**Starfighter Complement:** 72 TIE starfighters

**Ground/Air Complement:** 20 AT-ATs and 30 AT-STs



## Star Destroyer II

**Craft:** Kuat Drive Yards' Imperial II Star Destroyer

**Alignment:** Empire

**Era:** Rebellion

**Source:** Imperial Sourcebook (page 62), Starships of the Galaxy (page 97)

**Type:** Star Destroyer

**Scale:** Capital

**Length:** 1,600 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 36,755, gunners: 330, skeleton 5,000 /+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

**Passengers:** 9,700 (troops)

**Cargo Capacity:** 36,000 metric tons

**Consumables:** 6 years

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Hull:** 7D+1

**Shields:** 2D+2

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/3D

*Search:* 200/4D

*Focus:* 6/4D+1

**Weapons:**

**50 Heavy Turbolaser Batteries**

*Fire Arc:* 20 front, 15 left, 15 right

*Crew:* 1 (20), 2 (30)

*Skill:* Capital ship gunnery

*Fire Control:* 0D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 10D

**50 Heavy Turbolaser Cannons**

*Fire Arc:* 20 front, 10 left, 10 right, 10 back

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**20 Ion Cannons**

*Fire Arc:* 10 front, 5 left, 5 right

*Crew:* 1 (10), 2 (10)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

**10 Tractor Beam Projectors**

*Fire Arc:* 6 front, 2 left, 2 right

*Crew:* 1 (2), 4 (2), 10 (6)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

**Starfighter Complement:** 36 TIE/ln, 12 TIE Interceptors, 12 TIE Bombers, 8 TIE/rc, 4 TIE/fc, 1 Assault Shuttle

**Ground/Air Complement:** 20 AT-ATs, 30 AT-STs

## Star Destroyer III

**Craft:** Kuat Drive Yards' Imperial III Star Destroyer

**Alignment:** Empire

**Era:** New Republic

**Type:** Star Destroyer

**Scale:** Capital

**Length:** 1,600 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 5,005, gunners: 263, skeleton: 681

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D+1, capital ship shields 4D+1, sensors 4D

**Passengers:** 10,000 (troops)

**Cargo Capacity:** 40,000

**Consumables:** 7 years

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x5

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 7

**Hull:** 8D

**Shields:** 5D, backup: 4D

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/3D+2

*Search:* 200/4D+1

*Focus:* 6/5D

**Weapons:**

**36 Double Turbolaser Cannons**

*Fire Arc:* 9 front, 9 left, 9 right, 9 back

*Crew:* 1

*Skill:* Capital ship gunnery

*Scale:* Starfighter

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 6D

**30 Turbolaser Batteries**

*Fire Arc:* 6 front, 5 left, 5 right

*Crew:* 1 (15), 2 (15)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/36/75

*Atmosphere Range:* 6-15/72/150 km

*Damage:* 6D

**20 Heavy Turbolaser Cannons**

*Fire Arc:* 5 front, 5 left, 5 right, 5 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 5-20/40/60

*Atmosphere Range:* 10-20/80/120 km

*Damage:* 10D

**6 Concussion Missile Tubes**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 200-1.2/3/6 km

*Damage:* 9D

**50 Ion Cannons**

*Fire Arc:* 20 front, 15 left, 15 right, 10 back

*Crew:* 1 (15), 2 (45)

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D+2

**10 Tractor Beam Projectors**

*Fire Arc:* 6 front, 2 left, 2 right

*Crew:* 1 (2), 4 (2), 10 (6)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D+2

**Standard Fighter Complement:**

24 TIE Interceptors, 12 A-9 Vigilance, 12 TIE Advanced, 12 Scimitar Assault Bombers, 12 TIE/rc, 12 TIE/D, 1 Assault Shuttle

**Ground/Air Complement:** 20 AT-ATs, 30 AT-STs

## Lancer Frigate



**Craft:** Kuat Drive Yard's Lancer-class Frigate

**Alignment:** Empire

**Era:** Rebellion

**Source:** Imperial Sourcebook (page 55), The Thrawn Trilogy Sourcebook (page 220), The Essential Guide to Vehicles and Vessels (pages 102-103)

**Type:** Anti-Starfighter screening vessel

**Scale:** Capital

**Length:** 250 meters

**Skill:** Capital ship piloting: Lancer

**Crew:** 810, gunners: 40, skeleton: 375/+10

**Crew Skill:** Astrogation 3D+2, capital ship piloting 3D+2, capital ship shields 4D, starship gunnery 4D

**Passengers:** 40 (troops)

**Cargo Capacity:** 300 metric tons

**Consumables:** 1 week

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Hull:** 4D

**Shields:** 2D+2

**Sensors:**

*Passive:* 35/1D

*Scan:* 60/1D

*Search:* 100/2D

*Focus:* 3/2D+1

**Weapons:**

**20 Quad Laser Cannons**

*Fire Arc:* 5 front, 5 left, 5 right, 5 back

*Crew:* 1(5), 2(10), 3(5)

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

## Star Galleon



**Craft:** Kuat Drive Yards' Star Galleon

**Alignment:** Empire

**Era:** Rebellion

**Source:** Imperial Sourcebook (pages 56-57), Pirates & Privateers (page 70), The Thrawn Trilogy Sourcebook (page 222-223), Starships of the Galaxy (pages 98-99)

**Type:** Cargo / escort frigate

**Scale:** Capital

**Length:** 300 meters

**Skill:** Capital ship piloting: Star Galleon

**Crew:** 130, gunners: 20, skeleton 50/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 5D, sensors 3D

**Passengers:** 300 (troops)

**Cargo Capacity:** 100,000 metric tons

**Consumables:** 6 months

**Hyperdrive:** x2

**Hyperdrive Backup:** Yes

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 3

**Hull:** 5D+2

**Shields:** 2D

**Sensors:**

*Passive:* 15/1D

*Scan:* 45/1D+1

*Search:* 90/2D

*Focus:* 3/2D+1

**Weapons:**

**10 Turbolasers**

*Fire Arc:* 5 left, 5 right

*Crew:* 1 (6), 2 (2), 3 (2)

*Skill:* Capital ship gunnery



*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**Concussion Missiles Launcher**  
*Fire Arc:* Front  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 5D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 200-1.2/3/6 km  
*Damage:* 5D

## Escort Carrier



**Craft:** Kuat Drive Yards' Escort Carrier  
**Alignment:** Empire  
**Era:** Rebellion  
**Source:** Imperial Sourcebook (pages 54-55), Starships of the Galaxy (page 96)  
**Type:** Heavy Starfighter/shuttle carrier  
**Scale:** Capital  
**Length:** 500 meters  
**Skill:** Capital ship piloting: KDY Escort Carrier  
**Crew:** 3,485, gunners: 20, skeleton: 1,500/+10  
**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 3D+2, sensors 3D+2  
**Passengers:** 800 (troops)  
**Cargo Capacity:** 500 metric tons  
**Consumables:** 9 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Hull:** 7D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/2D  
*Focus:* 4/3D  
**Weapons:**  
**10 Twin Laser Cannons**  
*Fire Arc:* 2 front, 3 left, 3 right, 2 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/25/50 km

*Damage:* 3D  
**Starfighter Complement:** 4 TIE/In squadrons, 1 TIE Interceptor squadron, 1 TIE Bomber squadron, 6 shuttles

## Interdictor Cruiser



**Craft:** Sienar Fleet Systems' Immobilizer 418  
**Alignment:** Empire  
**Era:** Rebellion  
**Source:** Imperial Sourcebook (pages 55-56), The Thrawn Trilogy Sourcebook (pages 219-220), Starships of the Galaxy (pages 99-100), The Essential Guide to Vehicles and Vessels (pages 86-87)  
**Type:** Interdictor-class heavy cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting: Interdictor Cruiser  
**Crew:** 2,783, gunners: 24, skeleton: 1,500/+10  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D  
**Passengers:** 80 (troops)  
**Cargo Capacity:** 5,500 metric tons  
**Consumables:** 1.2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 75/2D  
*Search:* 150/3D  
*Focus:* 5/4D  
**Weapons:**  
**20 Laser Cannons**  
*Fire Arc:* 10 front, 5 left, 5 right  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 4D  
**4 Gravity Well Projector**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 6D  
*Space Range:* 1-5/75/150  
*Damage:* Blocks hyperspace travel  
**Starfighter Complement:** 2 squadrons

## Strike Cruiser



**Craft:** Loronar *Strike*-class Cruiser  
**Alignment:** Empire / General / Rebel Alliance  
**Era:** Rebellion  
**Source:** Imperial Sourcebook (pages 51-54), The Thrawn Trilogy Sourcebook (page 222)  
**Type:** *Strike*-class medium cruiser  
**Scale:** Capital  
**Length:** 450 meters  
**Skill:** Capital ship piloting: *Strike*-class cruiser  
**Crew:** 1,972, gunners: 140, skeleton: 800/+10  
**Crew Skill:** Capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 3D+2  
**Passengers:** 340 (troops)  
**Cargo Capacity:** 6,000 metric tons  
**Consumables:** 1.5 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Hull:** 6D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/2D  
*Focus:* 4/3D  
**Weapons:**  
**20 Turbolasers**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**10 Turbolaser Batteries**  
*Fire Arc:* 4 front, 3 left, 3 right  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D  
**10 Tractor Beam Projectors**  
*Fire Arc:* 2 front, 3 left, 3 right, 2 back  
*Crew:* 3

*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 1-5/15/30 km  
*Damage:* 4D  
**10 Ion Cannons**  
*Fire Arc:* 4 front, 3 left, 3 right  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D  
**Starfighter Complement:** 1 squadron  
**Ground/Air Complement:** 1 At-AT, 2 AT-STs

## Abolisher Cruiser



**Craft:** Sienar Fleet Systems' Neutralizer 418  
**Alignment:** Empire  
**Era:** Rebellion  
**Type:** Abolisher-class heavy cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting: Abolisher Cruiser  
**Crew:** 2,799, gunners: 40, skeleton: 1,500  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting 6D, capital ship shields 4D+1  
**Passengers:** 80 (troops)  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1.5 years  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x5  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2  
**Space:** 7  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 75/2D  
*Search:* 150/3D  
*Focus:* 5/4D  
**Weapons:**  
**15 Quad Laser Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 5D  
**20 Turbolaser Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 rear  
*Scale:* Starfighter  
*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**5 Hyperspace Pulsemass Generators**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Capital ship gunnery

*Space Range:* 1-5/75/150

*Damage:* Destroys any ship in hyperspace within range  
(see Imperial Sourcebook page 67 for details)

**Starfighter Complement:** 3 squadrons

## Liberator Cruiser



**Craft:** SoroSuub Liberator

**Alignment:** Empire / New Republic

**Era:** Rebellion

**Type:** Cruiser

**Scale:** Capital

**Length:** 1,040 meters

**Skill:** Capital ship piloting: Liberator

**Crew:** 6,795, gunners: 244, skeleton: 2,265/+10

**Crew Skill:** Varies

**Passengers:** 9,600 (troops)

**Cargo Capacity:** 15,000 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 6D+2

**Shields:** 3D+2

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/2D

*Search:* 150/3D

*Focus:* 5/3D+2

**Weapons:**

**160 Heavy Turbolaser Batteries**

*Fire Arc:* 30 front, 50 left, 50 right, 30 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 10D

**50 Ion Cannons**

*Fire Arc:* 20 front, 10 left, 10 right, 10 back

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100

*Damage:* 4D

**6 Tractor Beam Projectors**

*Fire Arc:* 1 front, 2 left, 2 right, 1 back

*Crew:* 6

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

**5 Concussion Missile Tubes**

*Fire Arc:* Turret

*Crew:* 2

*Skill:* Capital ship gunnery

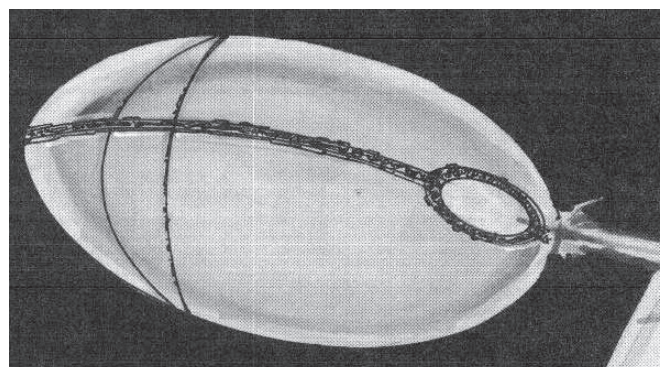
*Fire Control:* 3D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 200-1.2/3/6 km

*Damage:* 9D

## Torpedo Sphere



**Craft:** Loronar's Torpedo Sphere

**Alignment:** Empire

**Era:** Rebellion

**Source:** Lords of the Expanse: Campaign Guide (pages 30-38), Imperial Sourcebook (pages 58-59), Starships of the Galaxy (pages 109-110)

**Type:** Dedicated siege platform

**Scale:** Capital

**Length:** 1,900 meters

**Skill:** Capital ship piloting: Torpedo Sphere

**Crew:** 61,245, gunners: 2,030, skeleton: 20,415/+15

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D+2, capital ship piloting 3D+2, capital ship shields 4D, sensors 4D+1

**Passengers:** 8,540 (troops)

**Cargo Capacity:** 3.8 million metric tons

**Consumables:** 4 years

**Hyperdrive Multiplier:** x3

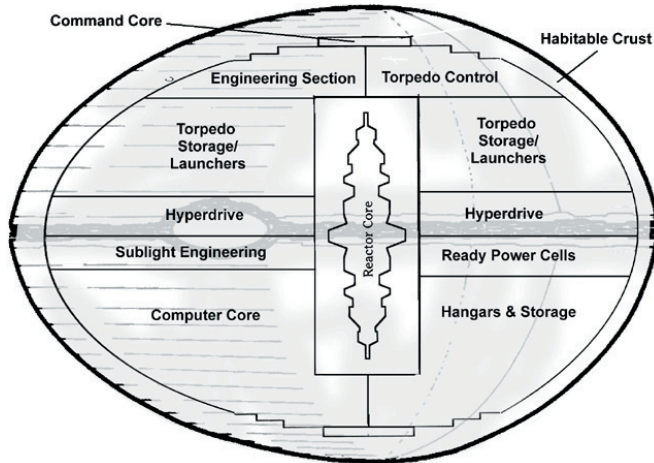
**Hyperdrive Backup:** x18

**Nav Computer:** Yes

**Space:** 2

**Hull:** 9D+2





**Shields:** 2D

**Sensors:**

*Passive:* 50/1D

*Scan:* 75/3D

*Search:* 150/4D

*Focus:* 5/4D+2

**Weapons:**

**10 Turbolaser Batteries**

*Fire Arc:* Front

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 0D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 9D

**500 Proton Torpedo Tubes**

*Fire Arc:* Front

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 4-24/60/120 km

*Damage:* 9D against planetary shields, 4D against other vessels

## Super Star Destroyer

**Craft:** Kuat Drive Yards' *Super-class* Star Destroyer

**Alignment:** Empire

**Era:** Rebellion

**Source:** Imperial Sourcebook (pages 62-63), Galaxy Guide 5: Return of the Jedi (page 51), Starships of the Galaxy (pages 105-106), The Essential Guide to Vehicles and Vessels (pages 54-55)

**Type:** Super-class Star Destroyer

**Scale:** Capital

**Length:** 8,000 meters

**Skill:** Capital ship piloting: Super Star Destroyer

**Crew:** 279,144, gunners: 1,590, skeleton: 50,000/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 6D,

capital ship piloting 6D+2, capital ship shields 5D+2, sensors 5D

**Passengers:** 38,000 (troops)

**Cargo Capacity:** 250,000 metric tons

**Consumables:** 6 years

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Space:** 4

**Hull:** 10D

**Shields:** 8D

**Sensors:**

*Passive:* 75/1D+2

*Scan:* 150/3D+2

*Search:* 300/5D

*Focus:* 8/6D+2

**Weapons:**

**250 Turbolaser Batteries**

*Fire Arc:* 100 front, 75 left, 75 right

*Crew:* 1 (100), 2 (150)

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**250 Heavy Turbolaser Batteries**

*Fire Arc:* 100 front, 50 left, 50 right, 50 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Space Range:* 5-20/40/60

*Atmosphere Range:* 10-20/80/120 km

*Damage:* 10D

**250 Concussion Missile Tubes**

*Fire Arc:* 50 front, 75 left, 75 right, 50 back

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 2-5/30/60

*Atmosphere Range:* 4-24/60/120 km

*Damage:* 9D

**250 Ion Cannons**

*Fire Arc:* 100 front, 50 left, 50 right, 50 back

*Crew:* 1 (100), 2 (150)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-50/50/100 km

*Damage:* 4D

**40 Tractor Beam Projectors**

*Fire Arc:* 20 front, 10 left, 10 right

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 9D

**Starfighter Complement:**



*Pre-Thrawn Empire:*

96 TIE/ln, 24 TIE Interceptors, 24 TIE Bombers

*Post-Thrawn Empire:*

60 TIE/ln, 48 TIE Interceptors, 24 Scimitar Assault Bombers, 24 TIE Advanced, 12 TIE Bombers

**Ground/Air Vehicle Complement:**

25 AT-AT, 50 AT-STs, 3 prefabricated garrison bases

*Damage:* 4D

**12 Ion Cannons**

*Fire Arc:* 3 front, 3 left, 3 right, 3 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 3D

## Class 1000 Cruiser

**Craft:** KDY's Class 1000 Cruiser

**Alignment:** Empire

**Era:** New Republic

**Source:** Galaxy Guide 6: Tramp Freighter (pages 63-64)

**Type:** Light cruiser

**Scale:** Capital

**Length:** 300 meters

**Skill:** Capital ship piloting: Class 1000 cruiser

**Crew:** 580, gunners: 80, skeleton: 200/+10

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 5D+2, capital ship piloting 5D, capital ship shields 4D+2, sensors 4D+2

**Passengers:** 200(troops)

**Cargo Capacity:** 500 metric tons

**Consumables:** 2 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Hull:** 2D

**Shields:** 1D

**Sensors:**

*Passive:* 40/1D

*Scan:* 70/2D

*Search:* 150/3D

*Focus:* 4/3D+2

**Weapons:**

**28 Turbolasers**

*Fire Arc:* 10 front, 6 left, 6 right, 6 back

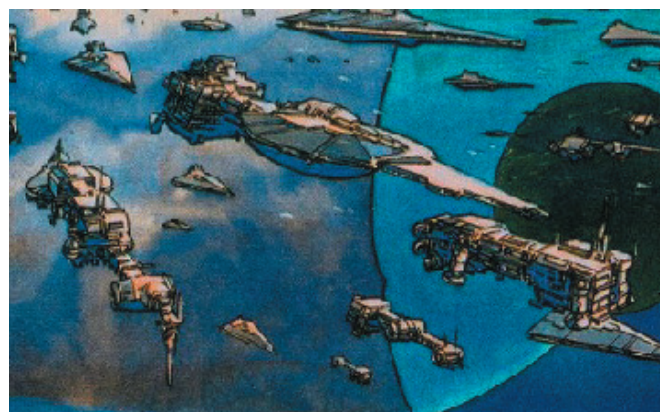
*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km



## Modular Taskforce Cruiser

**Craft:** Tagge Industries Shipyards Ltd. Modular Taskforce Cruiser

**Alignment:** Empire

**Era:** New Republic

**Source:** Dark Empire Sourcebook (pages 96-98)

**Type:** Multi-task medium transport

**Scale:** Capital

**Length:** 1,150 meters

**Skill:** Capital ship piloting: taskforce cruiser

**Crew:** Varies according to mission profile

**Passengers:** Varies according to mission profile

**Cargo Capacity:** Varies according to mission profile

**Consumables:** 6 months

**Cost:** 2.5 million (base cruiser), additional cost for individual modules

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x7

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 3D+1

**Shields:** 2D

**Sensors:**

Standard sensor suite; more advanced sensors can be installed as needed

*Passive:* 40/1D

*Scan:* 75/2D

*Search:* 150/3D

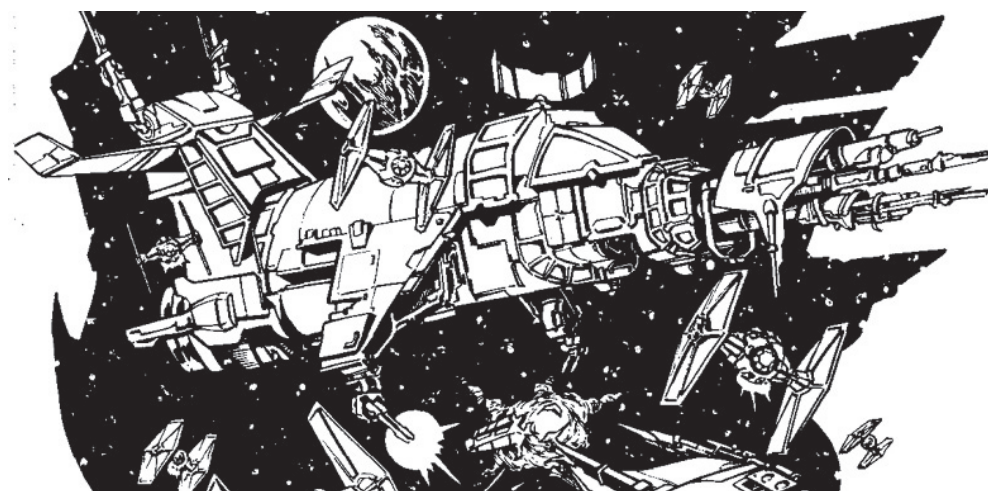
*Focus:* 4/4D+2

**Weapons:**

**15 Medium Turbolasers**

*Fire Arc:* 10 front, 5 back

*Crew:* 2



*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D

## Hospital Module

**Crew:** 225 doctors, 400 nurses, 1,500 emergency medical technicians, 1,000 medical droids

**Passengers:** 2,750(bacta tanks), 1,000(quarantine ward), 19,600(patients)

**Cargo Capacity:** 5,000 metric tons

**Cost:** 750,000 credits

### Survey Module

**Crew:** 2,000 scouts, 1,500 techs, 5,000 droids

**Cost:** 1 million credits

### Sensors:

*Passive:* 60/3D

*Scan:* 80/4D

*Search:* 175/5D

*Focus:* 6/5D+2

## Observation Module

**Crew:** 1,550 Intelligence officers and COM scan specialists

**Cost:** 6.3 million credits

### Sensors:

*Passive:* 250/3D

*Scan:* 800/4D

*Search:* 1,500/5D

*Focus:* 18/6D

**Note:** The ship has 12 TIE fighters for defense and 500 probots and observation droids,.

## Rescue Module

**Crew:** 140 doctors, 2,130 techs

**Cargo Capacity:** 40,000 metric tons

**Cost:** 500,000 credits (plus parts)

### Inquisition Module

**Crew:** 100 Inquisitors, 3,660 COMForce/observation staff, 10,000 interrogation droids

**Cost:** 425,000 credits

**Note:** Holds 15,000 pre-fabricated disintegration chambers, two garrison bases, an Orbital Data Net Eraser unit, probes with sterilization spores, five cluster bombs with magnipulse bombs, and a complete orbital nightcloak system.

## Vibre Assault Cruiser

**Craft:** Silviut Corporation *Vibre*-class Assault Cruiser

**Alignment:** Empire

**Era:** New Republic

**Source:** The Jedi Academy Sourcebook (pages 130-132), Pirates & Privateers (page 87), Starships of the Galaxy (page 87)

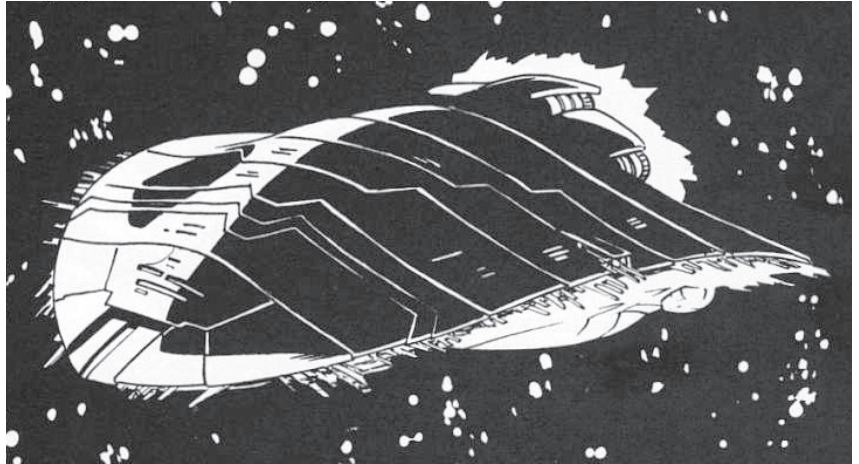
**Type:** Assault cruiser

**Scale:** Capital

**Length:** 100 meters

**Skill:** Capital ship piloting: *Vibre*-class assault cruiser

**Crew:** 30, gunners: 15, skeleton: 10/+10



**Crew Skill:** Capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 3D+2, sensors 3D+1

**Passengers:** 60 (spacetroopers)

**Cargo Capacity:** 500 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 2D+1

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 3D

**Shields:** 4D+2

### Sensors:

*Passive:* 40/1D

*Scan:* 80/1D+2

*Search:* 130/2D

*Focus:* 4/3D

*Sensor Stealth:* +2D to difficulty at ranges greater than 40 units

### Weapons:

#### 4 Laser Cannons

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-4/13/28

*Atmosphere Range:* 100-400/1.3/2.8 km

*Damage:* 4D

#### 2 Tractor Beam Projectors

*Fire Arc:* 1 left, 1 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 100-500/1.5/3 km

*Damage:* 5D+2

#### 4 Ion Cannons

*Fire Arc:* 2 front, 1 left, 1 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D



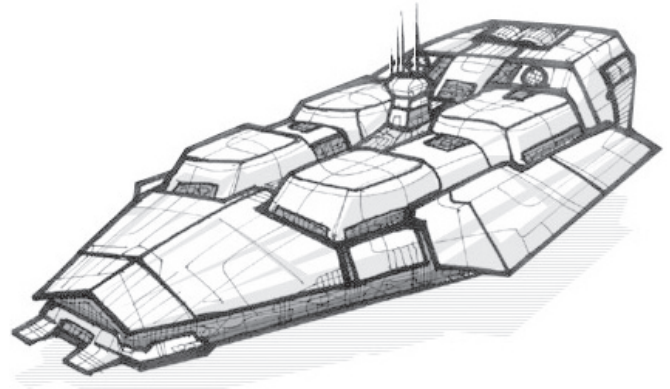
## Enforcer Picket Cruiser

**Craft:** Sienar/KDY Enforcer-class Picket Cruiser  
**Alignment:** Empire  
**Era:** New Republic  
**Type:** Heavy Cruiser  
**Scale:** Capital  
**Length:** 600 meters  
**Skill:** Capital ship piloting  
**Crew:** 3,000, gunners: 60, skeleton: 1,000/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D, capital ship piloting 5D, capital ship shields 4D, sensors 4D  
**Passengers:** 300 (troops)  
**Cargo Capacity:** 10,000 metric tons  
**Consumables:** 2 years  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 6  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/3D  
*Search:* 200/4D  
*Focus:* 6/4D+2  
**Weapons:**  
**20 Turbolaser Batteries**  
*Fire Arc:* 4 front, 3 left, 3 right  
*Crew:* 1 or 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 3-15/36/75  
*Atmosphere Range:* 6-15/72/150 km  
*Damage:* 3D  
**10 Quad Laser Cannons**  
*Fire Arc:* 4 front, 4 left, 4 right, 2 back  
*Crew:* 1 or 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/36/75  
*Atmosphere Range:* 6-15/72/150 km  
*Damage:* 4D  
**6 Ion Cannons**  
*Fire Arc:* 2 front, 1 left, 1 right, 2 back  
*Crew:* 1 or 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D  
**4 Tractor Beam Projectors**  
*Fire Arc:* 2 front, 1 left, 1 right  
*Crew:* 2



*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D  
**Starfighter Complement:** 2 squadrons

## “Broadsword” Heavy Troop Transport



**Craft:** IMS' AP-13A “Broadsword” Heavy Troop Transport  
**Alignment:** Empire  
**Era:** New Republic  
**Type:** Heavy troop transport  
**Scale:** Capital  
**Length:** 1,475 meters  
**Skill:** Capital ship piloting: “Broadsword”  
**Crew:** 8,163, gunners: 53, skeleton 1,200/+20  
**Crew Skill:** Astrogation 3D, Capital ship gunnery 5D, Capital ship piloting 4D+1, Capital ship shields 3D+2, Starship gunnery 3D, sensors 3D  
**Passengers:** 10,000 (troops)  
**Cargo Capacity:** 15,000 metric tons  
**Consumables:** 6 months  
**Cost:** Not Available For Sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 5  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 45/1D  
*Scan:* 90/2D+1  
*Search:* 150/3D+2  
*Focus:* 6/4D  
**Weapons:**  
**15 Turbolaser Batteries**  
*Fire Arc:* 5 front, 5 left, 5 right  
*Crew:* 1 (5), 2 (10)  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/72/150 km  
*Damage:* 5D

### 10 Laser Cannons

*Fire Arc:* Turret

*Crew:* 2

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 2D+2

**4 Tractor Beam Projectors** (one for each hangar)

*Fire Arc:* 2 left, 2 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

**Starship Complement:** 20 drop-ships, 4 modified TIE/rc, 2 Lambda shuttles

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 4D

### 5 Gravity Well Projectors

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 7D+2

*Space Range:* 1-5/75/150/300

*Damage:* Blocks hyperspace travel

### 10 Tractor Beam Projectors

*Fire Arc:* 6 front, 2 left, 2 right

*Crew:* 2(2), 4(2), 10(6)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

**Starfighter Complement:** Default arrangement is 24 TIE Interceptors and 12 TIE Bombers or Scimitar Assault Bombers

## Interdictor II Cruiser

**Craft:** Sienar Fleet Systems' Immobilizer 419

**Alignment:** Empire

**Era:** New Republic

**Type:** Interdictor II-class heavy cruiser

**Scale:** Capital

**Length:** 1,100 meters

**Skill:** Capital ship piloting: Interdictor II Cruiser

**Crew:** 32,411, gunners: 225, skeleton: 4,500/+15

**Crew Skill:** Astrogation 5D, capital ship gunnery 5D, capital ship piloting 5D, capital ship shields 4D+1

**Passengers:** 2,200(Troops)

**Cargo Capacity:** 28,500 metric tons

**Consumables:** 5 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x6

**Nav Computer:** Yes

**Maneuverability:** 2D+1

**Space:** 5

**Hull:** 6D

**Shields:** 4D+2

**Sensors:**

*Passive:* 50/1D

*Scan:* 75/3D

*Search:* 150/4D

*Focus:* 5/4D+2

**Weapons:**

### 30 Turbolaser Batteries

*Fire Arc:* 15 left, 15 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/36/75

*Atmosphere Range:* 6-30/72/150 km

*Damage:* 5D

### 10 Quad Laser Cannons

*Fire Arc:* 10 front

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

## Sovereign Star Destroyer

**Craft:** KDY's *Sovereign*-class Super Star Destroyer

**Alignment:** Empire

**Era:** New Republic

**Source:** Dark Empire Sourcebook (page 93)

**Type:** Super star destroyer

**Scale:** Capital

**Length:** 15,000 meters

**Skill:** Capital ship piloting

**Crew:** 601,670, gunners: 4,075, skeleton: 86,000/+10

**Crew Skill:** Astrogation 4D+1, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 3D+1

**Passengers:** 130,100 (troops)

**Cargo Capacity:** 400,000 metric tons

**Consumables:** 5 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 3

**Hull:** 11D

**Shields:** 8D

**Sensors:**

*Passive:* 250/2D

*Scan:* 350/3D

*Search:* 500/4D

*Focus:* 70/5D



**Weapons:**
**Axial Superlaser**
*Fire Arc:* Front

*Crew:* 75

*Scale:* Death Star

*Skill:* Capital ship piloting: superlaser

*Fire Control:* 5D

*Space Range:* 5-25/75/150

*Damage:* Gradational output can fire once every minute at minimum energy (1D damage). It can also build up a charge of 1D per minute up to 8D. Current reactor can only generate 8D total per day.

**500 Heavy Laser Cannons**
*Fire Arc:* 200 front, 150 left, 150 right

*Crew:* 4

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-15/72/150 km

*Damage:* 8D

**500 Turbolaser Batteries**
*Fire Arc:* 150 front, 125 left, 125 right, 100 back

*Crew:* 2

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/36/75

*Atmosphere Range:* 600-1.5/7/15 km

*Damage:* 5D

**75 Ion Cannons**
*Fire Arc:* 25 front, 25 left, 25 right

*Crew:* 6

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

**100 Tractor Beam Emplacements**
*Fire Arc:* 55 front, 20 left, 20 right, 5 back

*Crew:* 5

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

**5 Gravity Well Projectors**
*Fire Arc:* 3 front, 1 left, 1 right

*Crew:* 10

*Skill:* Capital ship gunnery: gravity well projector

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Damage:* Block hyperspace travel

**Starfighter Complement:** 35 TIE Interceptor squadrons, 5 TIE Bomber squadrons

**Ground/Air Vehicle Complement:** 75 AT-ATs

## Eclipse Star Destroyer

**Craft:** KDY's *Eclipse*-class Super Star Destroyer

**Alignment:** Empire

**Era:** New Republic

**Source:** Dark Empire Sourcebook (pages 91-93), The Essential Guide to Vehicles and Vessels (pages 46-47)

**Type:** Super star destroyer

**Scale:** Capital

**Length:** 17,500 meters

**Skill:** Capital ship piloting: Super Star Destroyer

**Crew:** 708,470, gunners: 4,175, skeleton: 88,500/+10

**Crew Skill:** Astrogation 5D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 4D+2, sensors 4D+1

**Passengers:** 150,000 (troops)

**Cargo Capacity:** 600,000 metric tons

**Consumables:** 10 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x6

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Hull:** 15D+2

**Shields:** 11D+1

**Sensors:**
*Passive:* 250/2D

*Scan:* 350/3D

*Search:* 500/4D

*Focus:* 75/5D

**Weapons:**
**Axial Superlaser**
*Fire Arc:* Front

*Crew:* 75

*Scale:* Death Star

*Skill:* Capital ship piloting: superlaser

*Fire Control:* 5D

*Space Range:* 5-25/75/150

*Damage:* Gradational output can fire once every minute at minimum energy (1D damage). It can also build up a charge of 1D per minute up to 8D. Current reactor can only generate 11D total per day.




### 550 Heavy Laser Cannons

*Fire Arc:* 200 front, 150 left, 150 right, 50 back

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-15/72/150 km

*Damage:* 8D

### 500 Turbolaser Batteries

*Fire Arc:* 150 front, 125 left, 125 right, 100 back

*Crew:* 2

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/36/75

*Atmosphere Range:* 600-1.5/7/15 km

*Damage:* 5D

### 75 Ion Cannons

*Fire Arc:* 25 front, 25 left, 25 right

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

### 100 Tractor Beam Emplacements

*Fire Arc:* 55 front, 20 left, 20 right, 5 back

*Crew:* 5

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

### 10 Gravity Well Projectors

*Fire Arc:* 3 front, 2 left, 2 right, 3 back

*Crew:* 10

*Skill:* Capital ship gunnery: gravity well projector

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Damage:* Blocks hyperspace travel

**Starfighter Complement:** 50 TIE Interceptor squadrons, 8 TIE Bomber squadrons

**Ground/Air Complement:** Imperial Royal Guards legion, COMPForce Assault Battalion, 5 prefabricated garrison bases, 100 AT-ATs

## Alliance

### Medical Frigate

**Craft:** Modified Nebulon-B Frigate

**Stock:** Pages 165-166

**Alignment:** Rebel Alliance

**Era:** Rebellion

**Source:** Rebel Alliance Sourcebook (page 138)

**Type:** Escort starship

**Scale:** Capital

**Length:** 300 meters

**Skill:** Capital ship piloting: Nebulon-B

**Crew:** 850, skeleton: 307/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 3D+1, capital ship piloting 3D+2, capital ship shields 3D, sensors 3D+1, starship gunnery 4D+1

**Passengers:** 745 (patients)

**Cargo Capacity:** 1,000 metric tons

**Consumables:** 1 year

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x16

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 280; 850 km/h

**Hull:** 4D+2

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 75/2D

*Search:* 150/3D

*Focus:* 4/4D+2

**Weapons:**

#### 6 Turbolaser Batteries

*Fire Arc:* 2 front, 2 left, 2 right

*Crew:* 1(3), 4(3)

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

#### 8 Laser Cannons

*Fire Arc:* 2 front, 2 left, 2 right, 2 back

*Crew:* 1(4), 2(4)

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 2D

#### 2 Tractor Beam Projectors

*Fire Arc:* Front

*Crew:* 12

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

**Note:** Has 745 beds, with 80 medics and 30 medical droids (MD and 2-1B models). Has 15 bacta tanks. Has five operating theaters that can to handle everything from microsurgery to prosthetic replacement to childbirth.

## Mon Calamari Escort Frigate

**Craft:** Mon Calamari MCE-10 Escort Frigate

**Alignment:** Rebel Alliance

**Era:** Rebellion

**Type:** Escort Starship

**Scale:** Capital

**Length:** 350 meters

**Skill:** Capital ship piloting

**Crew:** 1,000, skeleton: 360

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+2, capital ship piloting, capital ship shields 3D, sensors 3D+1

**Passengers:** 100 troops

**Cargo Capacity:** 5,000 metric tons

**Consumables:** 1 year

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x9

**Nav computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 60/2D

*Search:* 120/3D

*Focus:* 5/4D

**Weapons:**

**20 Turbolaser Batteries**

*Fire Arc:* 10 front, 5 right, 5 left (blisters give 160° arc)

*Crew:* 1 to 4

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**10 Ion Cannons**

*Fire Arc:* 4 front, 3 right, 3 left (blisters give 160° arc)

*Crew:* 1 to 7

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

**3 Tractor Beams**

*Fire Arc:* 1 front, 1 right, 1 left (blisters give 160° arc)

*Crew:* 1 to 10

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60

*Damage:* 4D

**Starfighter Complement:** 1 squadron



**Scale:** Capital

**Skill:** Capital ship piloting: CC-7700

**Crew:** 56, gunners: 35, skeleton: 15/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D, capital ship piloting 3D+2, capital ship shields 3D+1, sensors 3D+2, starship gunnery 3D

**Passengers:** None

**Cargo Capacity:** 300 metric tons

**Consumables:** 4 months

**Cost:** Not Available for Sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x16

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Hull:** 3D

**Shields:** 3D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/0D

*Search:* 80/1D

*Focus:* 2/2D

**Weapons:**

**25 Turbolasers**

*Fire Arc:* 5 front, 10 left, 10 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**24 Laser Cannons**

*Fire Arc:* 6 front, 6 left, 6 right, 6 back

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D

**Gravity Well Projector**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 4D+1

*Space Range:* 1/75/150

*Damage:* Blocks hyperspace travel

## CC-7700 Frigate

**Craft:** Corellian Engineering Corporation CC-7700 Frigate

**Alignment:** Rebel Alliance / General

**Era:** Rebellion

**Type:** Frigate

**Length:** 180 meters

## Rebel Carrier Cruiser

**Craft:** Rendili StarDrive's Neutron Star Bulk Cruiser

**Stock:** Page 171

**Alignment:** Rebel Alliance

**Era:** Rebellion

**Source:** Rebel Alliance Sourcebook (pages 59-60)

**Type:** Modified bulk cruiser

**Scale:** Capital

**Length:** 600 meters

**Skill:** Capital ship piloting: bulk cruiser

**Crew:** 1,993, gunners: 57, skeleton: 840/+10

**Crew Skill:** Astrogation 3D+2, capital ship gunnery 4D, capital ship piloting 4D+1, capital ship shields 4D, sensors 3D+2

**Passengers:** 200 (troops)

**Cargo Capacity:** 5,000 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 125/3D

*Focus:* 5/3D+2

**Weapons:**

**30 Quad Laser Cannons**

*Fire Arc:* 10 front, 10 left, 10 right

*Crew:* 1 (15), 2 (10), 3 (5)

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 4D

2 Tractor Beam Projectors

*Fire Arc:* Front

*Crew:* 1 (1), 6 (1)

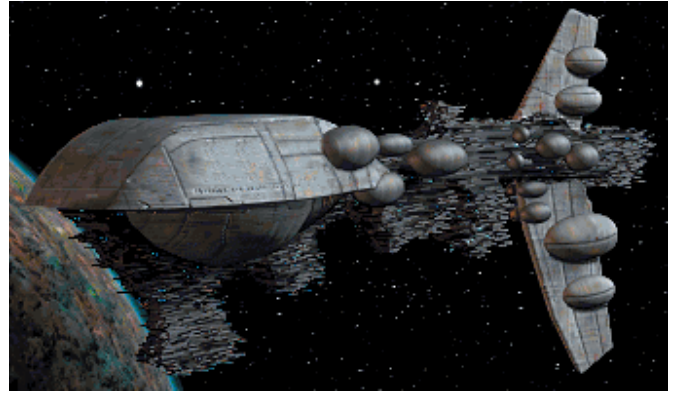
*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Damage:* 4D

**Starfighter Complement:** 3 squadrons



**Crew Skill:** Capital ship gunnery 4D+2, capital ship piloting: Assault Frigate 5D, capital ship shields 4D, sensors 3D

**Passengers:** 100(troops)

**Cargo Capacity:** 7,500 metric tons

**Consumables:** 1.5 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Hull:** 5D

**Shields:** 3D

**Sensors:**

*Passive:* 20/1D

*Scan:* 40/2D

*Search:* 80/3D

*Focus:* 5/3D+2

**Weapons:**

**15 Laser Cannons**

*Fire Arc:* 5 front, 5 left, 5 right

*Crew:* 1(4), 2(8), 3(3)

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 2D

**20 Quad Laser Cannons**

*Fire Arc:* 8 front, 6 left, 6 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 4D

**15 Turbolaser Batteries**

*Fire Arc:* 5 front, 5 left, 5 right

*Crew:* 1(8), 3(7)

*Skill:* Capital ship gunnery

*Fire Rate:* 1/3

*Fire Control:* 1D

*Space Range:* 3-10/30/60

*Atmosphere Range:* 300-1/3/6 km

*Damage:* 7D

**Starfighter Complement:** 20 Starfighter scale craft at a time may dock, but none may be carried through hyperspace. A modified Assault Shuttle may be carried through hyperspace atop the superstructure.

## Rebel Assault Frigate

**Craft:** Rebel Assault Frigate

**Alignment:** Rebel Alliance

**Era:** Rebellion

**Source:** Rebel Alliance Sourcebook (pages 57-59), The Thrawn Trilogy Sourcebook (page 211)

**Type:** Modified Dreadnaught

**Scale:** Capital

**Length:** 700 meters

**Skill:** Capital ship piloting: assault frigate

**Crew:** 4,882, gunners: 118, skeleton: 1,500/+20



## Mon Calamari MC80 Star Cruiser

**Craft:** Mon Calamari MC80 Star Cruiser

**Alignment:** Rebel Alliance

**Era:** Rebellion

**Source:** Core Rulebook (page 252), Rebel Alliance Sourcebook (pages 56-57), The Thrawn Trilogy Sourcebook (pages 220, 222), The Essential Guide to Vehicles and Vessels (pages 116-117)

**Type:** Star cruiser

**Scale:** Capital

**Length:** 1200.0 meters

**Skill:** Capital ship piloting: Mon Calamari cruiser

**Crew:** Skeleton: 1,230 with Command 6D; Total crew: 5,402

**Crew Skill:** Starship piloting 5D+2, starship shields 5D, starship sensors 3D+1, astrogation 4D, capital ship gunnery 5D

**Passengers:** 1,200 (troops)

**Cargo Capacity:** 20,000 metric tons; 5,000 cubic meters

**Consumables:** 2 years

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x9

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Hull:** 6D

**Shields:** 3D \*

\* Mon Cal star cruisers have 6D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the backup die codes of shields can be brought up to increase the shield

back to 3D.

**Sensors:**

*Passive:* 40/1D

*Scan:* 60/2D

*Search:* 120/3D

*Focus:* 5/4D

**Weapons:**

**48 Turbolaser Batteries** (fire separately)

*Fire Arc:* 12 front, 12 left, 12 right, 12 back

*Crew:* 1 to 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**20 Ion Cannons** (fire separately)

*Fire Arc:* 8 front, 4 left, 4 right, 4 back

*Crew:* 1 to 7

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

**6 Tractor Beam Projectors** (fire separately)

*Fire Arc:* 4 front, 1 left, 1 right

*Crew:* 1 to 10

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D



## Mon Calamari Evacuation Cruiser

**Craft:** Modified Mon Calamari MC80 Star Cruiser  
**Alignment:** New Republic  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (page 100)  
**Type:** Evacuation carrier  
**Scale:** Capital  
**Length:** 1,200 meters  
**Skill:** Capital ship piloting: Mon Calamari Star Cruiser  
**Crew:** 1,011, skeleton: 429/+10  
**Crew Skill:** Astrogation 3D+2, capital ship piloting 5D, capital ship shields 5D, sensors 3D  
**Passengers:** 75,000(safely; this number can be doubled if absolutely necessary, but is extremely risky)  
**Cargo Capacity:** 16,000 metric tons  
**Consumables:** 6 weeks  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x4  
**Hyperdrive Backup:** x14  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 6  
**Atmosphere:** 210, 600 km/h  
**Hull:** 3D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 20/2D  
*Search:* 30/3D

## Bulwark Battlecruiser

**Craft:** TransGalMeg Industries Bulwark Battlecruiser  
**Alignment:** Rebel Alliance / General  
**Era:** Rebellion  
**Type:** Cruiser  
**Length:** 3,200 meters  
**Scale:** Capital  
**Skill:** Capital ship piloting: Bulwark Battlecruiser  
**Crew:** 9,252  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D, capital ship piloting 4D, capital ship shields 4D, sensors 4D, starship gunnery 4D  
**Passengers:** 4,300 (troops)  
**Cargo Capacity:** 39,000 metric tons  
**Consumables:** 5 years  
**Cost:** Not available for sale  
**Space:** 4  
**Atmosphere:** N/A  
**Hyperdrive:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Hull:** 8D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/0D  
*Search:* 80/1D  
*Focus:* 2/2D  
**Weapons:**



### 130 Turbolaser

**Fire Arc:** 12 batteries front, 6 batteries left, 6 batteries right, 2 batteries back  
**Crew:** 2  
**Skill:** Capital ship gunnery  
**Fire Control:** 3D  
**Space Range:** 3-15/35/75  
**Atmosphere Range:** 6-30/70/150 km  
**Damage:** 5D

### 60 Ion Cannons

**Fire Arc:** 8 batteries front, 2 batteries left, 2 batteries right  
**Crew:** 1  
**Scale:** Starfighter  
**Skill:** Starship gunnery  
**Fire Control:** 2D  
**Space Range:** 1-3/12/25  
**Atmosphere Range:** 100-300/1.2/2.5 km  
**Damage:** 5D  
**Starship Compliment:** 10 starfighter squadrons, 15 light transports

## Agave Picket Ship



**Craft:** Republic Engineering Corporation Agave-class Picket Ship  
**Alignment:** New Republic  
**Era:** New Republic  
**Type:** Tactical reconnaissance ship  
**Scale:** Capital  
**Length:** 190 meters  
**Skill:** Capital ship piloting  
**Crew:** 28, gunners: 8, skeleton: 10/+10  
**Crew Skill:** Varies  
**Passengers:** 5  
**Cargo Capacity:** 500 metric tons  
**Consumables:** 3 months  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 3D

**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 3D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/2D  
*Search:* 150/4D  
*Focus:* 5/4D+2  
*Stealth:* +2D to sensor difficulties

**Weapons:**

**2 Turbolaser Cannons**

*Fire Arc:* Front  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D

**4 Laser Cannons**

*Fire Arc:* Turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 2-6/24/50 km  
*Damage:* 5D

## Hajen Fleet Tender



**Craft:** Republic Engineering Corporation *Hajen*-class Fleet Tender

**Alignment:** New Republic

**Era:** New Republic

**Type:** Resupply vessel

**Scale:** Capital

**Length:** 375 meters

**Skill:** Capital ship piloting

**Crew:** 6 (plus extensive droid complement), skeleton: 2/+15

**Crew Skill:** Varies

**Passengers:** 6

**Cargo Capacity:** 300,000 metric tons

**Consumables:** 1 month

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 5D

**Shields:** 3D

**Sensors:**

*Passive:* 20/1D

*Scan:* 60/2D

*Search:* 100/3D

*Focus:* 4/3D+2

## Corona Frigate

**Craft:** Kuat Drive Yards *Corona*-class Frigate

**Alignment:** New Republic

**Era:** New Republic

**Type:** Line frigate

**Scale:** Capital

**Length:** 275 meters

**Skill:** Capital ship piloting: *Corona*

**Crew:** 782, gunners: 56, skeleton: 281/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D, sensors 4D+1

**Passengers:** 80 (troops)

**Cargo Capacity:** 4,000 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Atmosphere:** 295; 850 km/h

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 40/0D

*Scan:* 75/1D

*Search:* 150/2D

*Focus:* 4/3D

**Weapons:**

**10 Turbolaser Cannons**

*Fire Arc:* 5 front, 2 left, 2 right, 1 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**10 Laser Cannons**

*Fire Arc:* 5 front, 2 left, 2 right, 1 back

*Crew:* 2

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 4D

**4 Ion Cannons**

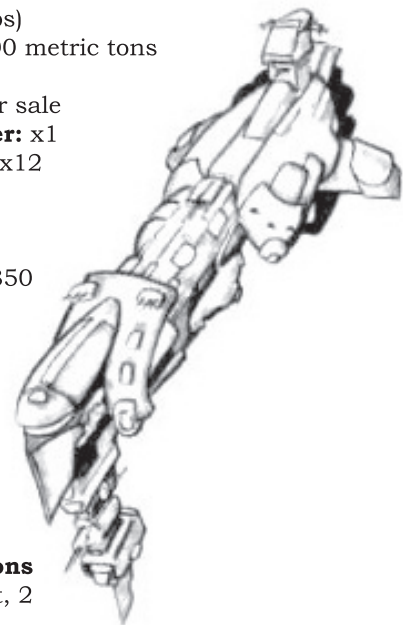
*Fire Arc:* 1 front, 1 left, 1 right, 1 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-10/25/50





*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

**2 Tractor Beam Projectors**

*Fire Arc:* Front

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

**Starfighter Complement:** 36 starfighters

## CC-9600 Frigate



**Craft:** Corellian Engineering Corporation CC-9600 Frigate

**Alignment:** New Republic

**Era:** New Republic

**Type:** Heavy frigate

**Length:** 250 meters

**Scale:** Capital

**Skill:** Capital ship piloting: CC-9600

**Crew:** 120, gunners: 100, skeleton: 30/+10

**Crew Skill:** Astrogation 3D, capital ship gunnery 4D, capital ship piloting 3D+2, capital ship shields 3D+1, sensors 3D+2, starship gunnery 3D

**Passengers:** 120 (troops)

**Cargo Capacity:** 500 metric tons

**Consumables:** 4 months

**Cost:** Not Available for Sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x16

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 7

**Hull:** 4D

**Shields:** 3D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/0D

*Search:* 80/1D

*Focus:* 2/2D

**Weapons:**

**20 Turbolasers**

*Fire Arc:* 5 front, 5 left, 5 right, 5 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**20 Ion Cannons**

*Fire Arc:* 5 front, 5 left, 5 right, 5 back

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

## Warrior Gunship



**Craft:** Republic Engineering Corporation Warrior-class Gunship

**Alignment:** New Republic

**Era:** New Republic

**Type:** Heavy assault ship

**Scale:** Capital

**Length:** 190 meters

**Crew:** 44, gunners: 36, skeleton: 22/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D, starship gunnery 4D

**Cargo Capacity:** 500 metric tons

**Passengers:** 10

**Consumables:** 3 months

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 3D

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 5D

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 100/4D

*Focus:* 4/4D+2

**Weapons:**

**10 Turbolaser Cannons**

*Fire arc:* 4 forward, 3 left, 3 right

*Skill:* Capital ship gunnery

*Fire control:* 2D

*Space range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 6D

**8 Laser Cannons**

*Fire arc:* 2 forward, 3 left, 3 right

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire control:* 3D

*Space range:* 1-3/12/25

*Atmosphere Range:* 200-600/24/50 km

*Damage:* 5D

**4 Concussion Missile Tubes**

*Fire arc:* 2 forward, 2 back

*Skill:* Capital ship gunnery

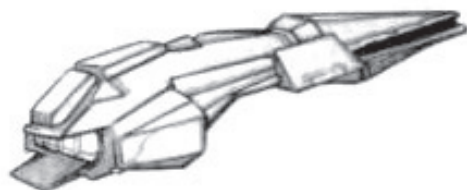
*Fire control:* 3D

*Space range:* 2-12/30/60

*Atmospheres Range:* 200-1.2/3/6 km

*Damage:* 9D

## Sacheen Escort



**Craft:** Republic Engineering Corporation *Sacheen*-class Escort

**Alignment:** New Republic

**Era:** New Republic

**Type:** Escort cruiser

**Scale:** Capital

**Length:** 375 meters

**Skill:** Capital ship piloting

**Crew:** 64, gunners: 46, skeleton: 22/+10

**Crew Skill:** Varies

**Passengers:** 6

**Cargo Capacity:** 4,000 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 5D

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 120/3D

*Focus:* 6/4D

**Weapons:**

**10 Heavy Turbolaser Cannons**

*Fire Arc:* 4 front, 3 left, 3 right

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**8 Laser Cannons**

*Fire Arc:* 2 front, 3 left, 3 right

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 5D

**8 Ion Cannons**

*Fire Arc:* 2 front, 2 left, 2 right, 2 back

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

**Starfighter Complement:** 1 squadron

## Belarus Medium Cruiser

**Craft:** Loronar *Belarus*-class Medium Cruiser

**Alignment:** New Republic

**Era:** New Republic

**Type:** Medium line cruiser

**Scale:** Capital

**Length:** 400 meters

**Skill:** Capital ship piloting

**Crew:** 1,753, gunners: 125, skeleton: 718

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D

**Passengers:** 410 (troops)

**Cargo Capacity:** 7,500 metric tons

**Consumables:** 1 year

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 295; 850 km/h

**Hull:** 6D

**Shields:** 2D

**Sensors:**

*Passive:* 30/0D

*Scan:* 50/1D

*Search:* 100/2D

*Focus:* 4/3D

**Weapons:**

**15 Turbolaser Cannons**

*Fire Arc:* 5 front, 5 left, 5 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 5D

**10 Turbolaser Batteries**

*Fire Arc:* 5 left, 5 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**5 Ion Cannons**

*Fire Arc:* 1 front, 2 left, 2 right

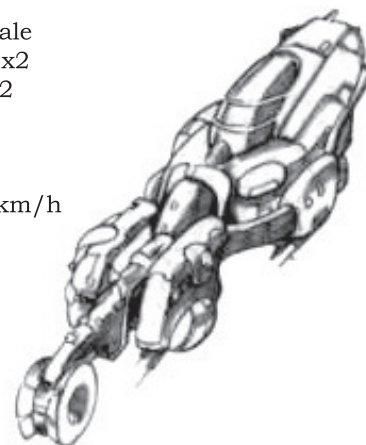
*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km



*Damage:* 4D

**10 Tractor Beam Projectors**

*Fire Arc:* 4 front, 2 left, 2 right, 2 back

*Crew:* 4

*Skill:* Capital ship gunnery

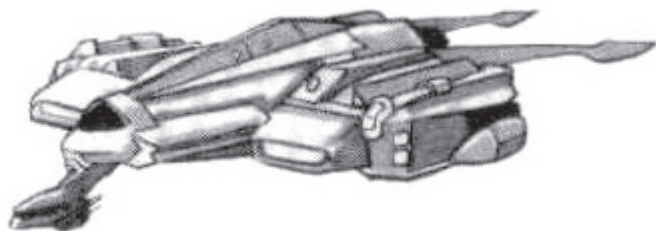
*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 5D

## Defender Carrier



**Craft:** Republic Engineering Corporation *Defender*-class Assault Carrier

**Alignment:** New Republic

**Era:** New Republic

**Type:** Assault carrier

**Scale:** Capital

**Length:** 700 meters

**Skill:** Capital ship piloting

**Crew:** 4,050, gunners: 20, skeleton: 1,350/+10

**Crew Skill:** Varies

**Passengers:** 700 (troops)

**Cargo Capacity:** 12,000 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 7D

**Shields:** 4D

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/2D

*Search:* 150/3D

*Focus:* 5/3D+2

**Weapons:**

**20 Laser Cannons**

*Fire Arc:* 5 front, 5 left, 5 right, 5 back

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 5D

Starfighter Complement: 3 squadrons

## Endurance Fleet Carrier



**Craft:** Republic Engineering Corporation *Endurance*-class Fleet Carrier

**Alignment:** New Republic

**Era:** New Republic

**Type:** Fleet carrier

**Scale:** Capital

**Length:** 1,040 meters

**Skill:** Capital ship piloting: Endurance carrier

**Crew:** 6,795, gunners: 76, skeleton: 2,265/+10

**Crew Skill:** Varies

**Passengers:** 1,600 (troops)

**Cargo Capacity:** 15,000 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 8D

**Shields:** 3D

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/2D

*Search:* 150/3D

*Focus:* 5/3D+2

**Weapons:**

**12 Turbolaser Cannons**

*Fire Arc:* 4 front, 4 left, 4 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**20 Laser Cannons**

*Fire Arc:* 10 front, 5 left, 5 right, 5 back

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 5D

**8 Ion Cannons**

*Fire Arc:* 5 front, 1 left, 1 right, 1 back

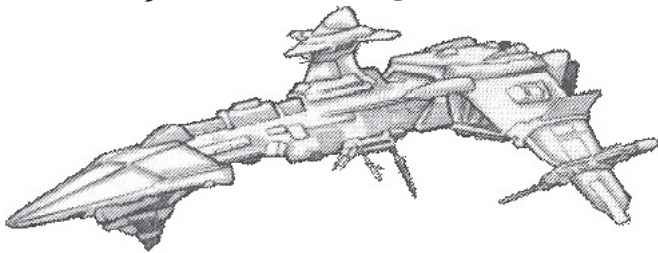
*Crew:* 1

*Skill:* Capital ship gunnery



*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 4D  
**4 Tractor Beam Projectors**  
*Fire Arc:* 1 front, 1 left, 1 right, 1 back  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D  
**Starfighter Compliment:** 12 squadrons

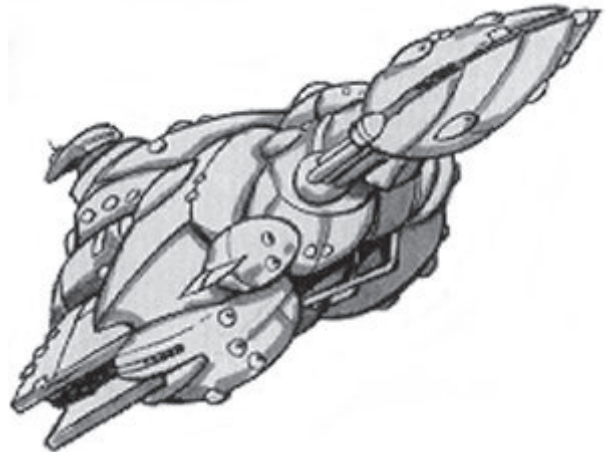
## Majestic Heavy Cruiser



**Craft:** Republic Engineering Corporation *Majestic*-class Heavy Cruiser  
**Alignment:** New Republic  
**Era:** New Republic  
**Type:** Heavy capital combat cruiser  
**Scale:** Capital  
**Length:** 700 meters  
**Skill:** Capital ship piloting: Majestic heavy cruiser  
**Crew:** 4,050; gunners: 132; 1,350/+10  
**Crew Skill:** Varies  
**Passengers:** 640 (troops)  
**Cargo Capacity:** 12,000 metric tons  
**Consumables:** 5 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 7D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/2D  
*Search:* 150/3D  
*Focus:* 5/3D+2  
**Weapons:**  
**40 Turbolaser Batteries**  
*Fire Arc:* 5 front, 10 left, 10 right, 5 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 7D  
**20 Laser Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 back  
*Crew:* 1  
*Scale:* Starfighter

*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 200-500/24/50 km  
*Damage:* 5D  
**20 Ion Cannons**  
*Fire Arc:* 5 front, 5 left, 5 right, 5 back  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 4D  
**8 Concussion Missile Tubes\***  
*Fire Arc:* 3 front, 2 left, 2 right, 1 back  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 200-1.2/3/6 km  
*Damage:* 9D  
**4 Tractor Beam Projectors**  
*Fire Arc:* 1 front, 1 left, 1 right, 1 back  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D  
 \* Concussion Missile Launchers typically fire "smart" missiles able to track targets. They have an effective Fire Control of 4D once launched.

## Republic Star Destroyer



**Craft:** Rendili StarDrive *Republic*-class Star Destroyer  
**Alignment:** New Republic  
**Era:** New Republic  
**Type:** Star Destroyer  
**Scale:** Capital  
**Length:** 1,250 meters  
**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 8,168; gunners: 260; skeleton: 2,917/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 3D  
**Passengers:** 3,200 (troops)  
**Cargo Capacity:** 11,000 metric tons

**Consumables:** 2 years

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 6D

**Shields:** 3D

**Sensors:**

*Passive:* 50/1D

*Scan:* 100/3D

*Search:* 200/4D

*Focus:* 6/4D+2

**Weapons:**

**40 Heavy Turbolaser Batteries**

*Fire Arc:* 20 front, 10 left, 10 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 0D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 8D

**40 Heavy Turbolaser Cannons**

*Fire Arc:* 10 front, 10 left, 10 right, 10 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 6D

**20 Ion Cannons**

*Fire Arc:* 5 front, 5 left, 5 right, 5 back

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 5D

**10 Tractor Beam Projectors**

*Fire Arc:* 4 front, 2 left, 2 right, 2 back

*Crew:* 4

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

## Bothan Assault Cruiser

**Craft:** Bothan Assault Cruiser

**Alignment:** Bothans / New Republic

**Era:** New Republic

**Source:** Starships of the Galaxy (page 89)

**Type:** Assault cruiser

**Scale:** Capital

**Length:** 850 meters

**Skill:** Capital ship piloting

**Crew:** 1,240

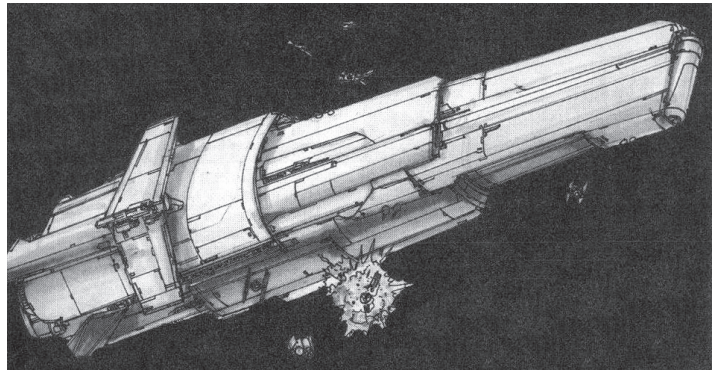
**Crew Skill:** Typically 6D in applicable skills

**Passengers:** 250 (troops and pilots)

**Cargo Capacity:** 5,000 metric tons

**Consumables:** 2 years

**Cost:** Not available for sale (97 million estimated)



**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Hull:** 7D

**Shields:** 4D+2

**Sensors:**

*Passive:* 50/2D+1

*Scan:* 100/3D+1

*Search:* 200/4D+1

*Focus:* 6/5D

**Weapons:**

**20 Turbolasers**

*Fire Arc:* 8 front, 4 left, 4 right, 4 rear

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**24 Heavy Double Turbolaser Cannons**

*Fire Arc:* 1 battery front, 2 batteries left, 2 batteries left, 1 battery rear

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**10 Ion Cannons**

*Fire Arc:* 4 front, 3 left, 3 right

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

**20 Proton Torpedo Launchers**

*Fire Arc:* 10 front, 5 right, 5 left

*Scale:* Starfighter

*Skill:* Starship gunnery

*Ammo:* 16 torpedoes each

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 9D

**4 Tractor Beam Projectors**

*Fire Arc:* 1 front, 1 left, 1 right, 1 rear

*Skill:* Capital ship gunnery

*Fire Control:* 1D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 6D

## Mon Calamari MC90 Star Cruiser

**Craft:** Mon Calamari MC90 Star Cruiser

**Alignment:** New Republic

**Era:** New Republic

**Source:** The Jedi Academy Sourcebook (pages 132-134), Dark Empire Sourcebook (pages 94-95), Starships of the Galaxy (pages 101-102)

**Type:** Star cruiser

**Scale:** Capital

**Length:** 1,255 meters

**Skill:** Capital ship piloting: Mon Calamari cruiser

**Crew:** 5,560, gunners: 605, skeleton: 1,350/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 5D, capital ship piloting 6D, capital ship shields 5D+1, sensors 3D+1

**Passengers:** 1,700 (troops)

**Cargo Capacity:** 30,000 metric tons

**Consumables:** 2 years

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x9

**Nav Computer:** Yes

**Maneuverability:** 3D

**Space:** 7

**Hull:** 7D

**Shields:** 6D\*

\* The MC90 has 6D of back-up shields. When a die of shields is lost, if the shield operators can make an Easy *capital ship shields* total, one of the backup die codes of shields can be added to the reduced shield code up to its original 6D value.

### Sensors:

*Passive:* 40/1D

*Scan:* 60/2D

*Search:* 120/3D

*Focus:* 5/4D

### Weapons:

#### 75 Turbolaser Batteries

*Fire Arc:* 30 front, 15 left, 15 right, 15 back

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

#### 30 Ion Cannon Batteries

*Fire Arc:* 10 front, 8 left, 8 right, 4 back

*Crew:* 7

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

### 8 Tractor Beam Projectors

*Fire Arc:* 5 front, 1 left, 1 right, 1 back

*Crew:* 10

*Skill:* Capital ship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

### 6 Proton Torpedo/Missile Tubes

*Fire Arc:* Front

*Crew:* 15

*Skill:* Capital ship gunnery

*Fire Control:* 3D+2

*Space Range:* 2-12/30/60

*Atmosphere Range:* 200-1.2/3/6 km

*Damage:* 6D+1

**Starfighter Complement:** 2 wings of 3 squadrons each, 2 stock light freighters. Always include one recon squadron.

## Defender Star Destroyer

**Craft:** Republic Engineering Corporation *Defender*-class Fleet Carrier

**Alignment:** New republic

**Era:** New Republic

**Source:** Starships of the Galaxy (page 93)

**Type:** Star Destroyer

**Scale:** Capital

**Length:** 1,040 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 6,795, gunners: 244, skeleton: 2,265/+10

**Crew Skill:** Varies

**Passengers:** 1,600 (troops)

**Cargo Capacity:** 15,000 metric tons

**Consumables:** 5 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 7D

**Shields:** 5D







**Sensors:**

*Passive:* 50/1D

*Scan:* 100/2D

*Search:* 150/3D

*Focus:* 5/3D+2

**Weapons:**

**40 Heavy Turbolaser Batteries**

*Fire Arc:* 10 front, 10 left, 10 right, 10 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 10D

**40 Heavy Turbolaser Cannons**

*Fire Arc:* 10 front, 10 left, 10 right, 10 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 7D

**20 Ion Cannons**

*Fire Arc:* 5 front, 5 left, 5 right, 5 back

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

**8 Tractor Beam Projectors**

*Fire Arc:* 3 front, 2 left, 2 right, 1 back

*Crew:* 6

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

**8 Concussion Missile Tubes**

*Fire Arc:* Turret

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 200-1.2/3/6 km

*Damage:* 9D

## Mon Calamari Super Star Cruiser

**Craft:** Mon Calamari Super Star Cruiser

**Alignment:** New Republic

**Era:** New Republic

**Type:** Super Star Cruiser

**Scale:** Capital

**Length:** 7,500 meters

**Skill:** Capital ship piloting: Mon Calamari super cruiser

**Crew:** 183,647, gunners: 1728, skeleton: 32,894/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 5D, capital ship piloting 5D+2, capital ship shields 5D, sensors 3D+1

**Passengers:** 25,000(troops)

**Cargo Capacity:** 234,000 metric tons

**Consumables:** 2 years

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 5

**Hull:** 9D

**Shield:** 8D, backup: 4D

**Sensors:**

*Passive:* 65/1D+2

*Scan:* 110/2D+2

*Search:* 220/4D

*Focus:* 7/6D

**Weapons:**

**300 Turbolaser Batteries**

*Fire Arc:* 100 front, 100 left, 100 right

*Crew:* 1 (75), 2 (62), 3 (163)

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**200 Heavy Turbolaser Batteries**

*Fire Arc:* 75 front, 50 left, 50 right, 25 back

*Crew:* 2

*Skill:* Capital ship gunnery

*Space Range:* 5-20/40/60

*Atmosphere Range:* 10-20/80/120 km

*Damage:* 10D

**200 Proton Torpedo Launchers**

*Fire Arc:* 175 front, 25 back

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 4-24/60/120 km

*Damage:* 7D

**250 Ion Cannons**

*Fire Arc:* 75 front, 75 left, 75 right, 25 back

*Crew:* 1(100), 2(150)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 4D

**40 Tractor Beam Projectors**

*Fire Arc:* 10 front, 10 left, 10 right, 10 back

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 4D

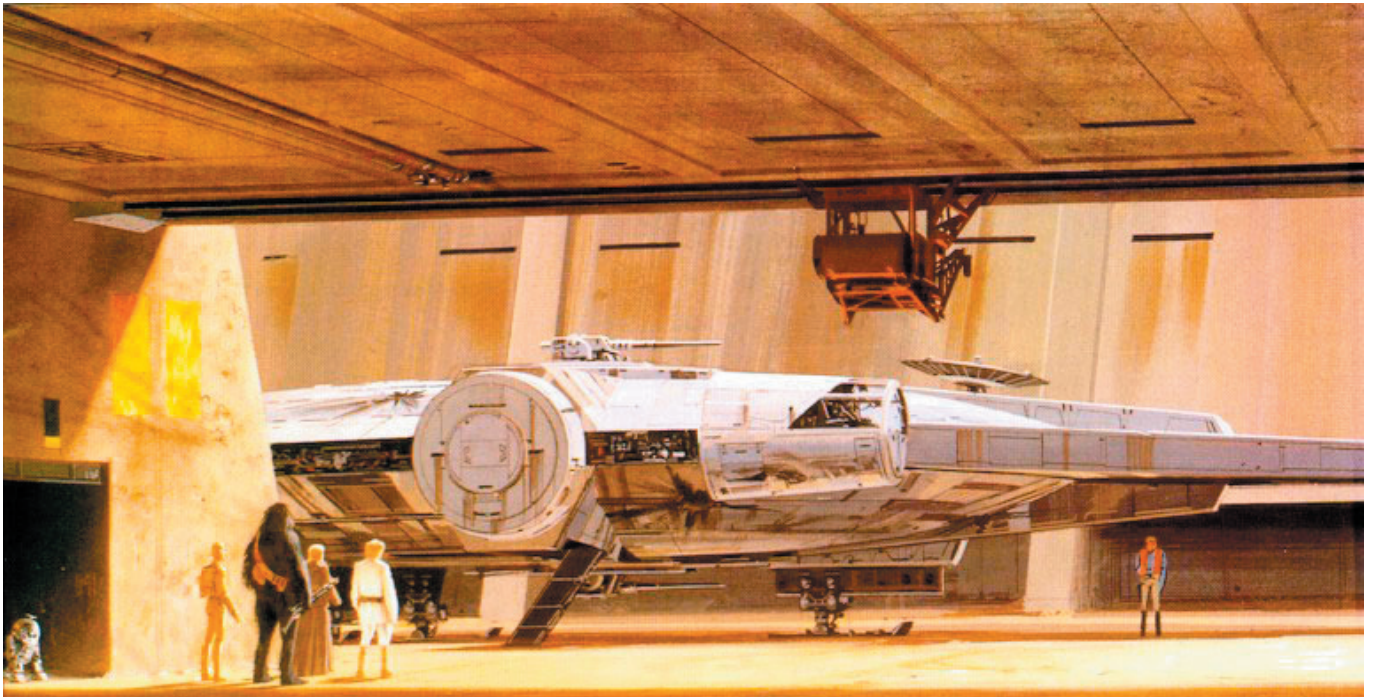
*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 7D

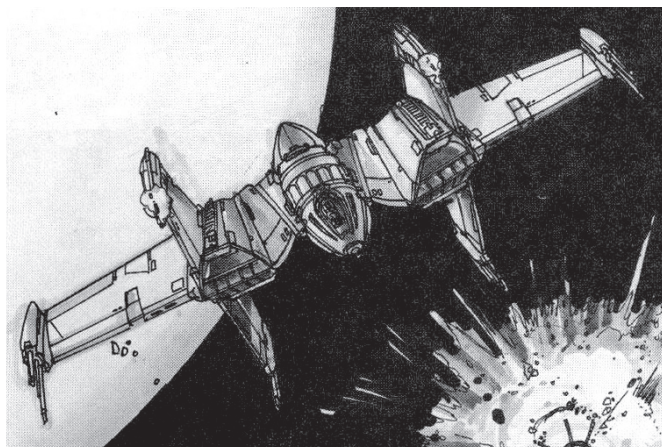
**Starfighter Complement:** 12 squadrons

# PRIVATE SHIPS



# Starfighters

## Deathraven



**Craft:** Heavily-Modified Slayn & Korpil B-Wing/E2

**Owner:** Erron Kell (mercenary pilot)

**Stock:** Pages 45-46

**Era:** New Jedi Order

**Source:** Starships of the Galaxy (page 80)

**Type:** Heavy starfighter

**Scale:** Starfighter

**Length:** 32 meters

**Skill:** Starfighter piloting: *Deathraven*

**Crew:** 1

**Passengers:** 1

**Cargo Capacity:** 250 kilograms

**Consumables:** 2 months

**Cost:** Not available for sale (609,000 estimated)

**Hyperdrive Multiplier:** x1

**Nav Computer:** Limited to 2 jumps

**Maneuverability:** 1D+1

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 5D

**Shields:** 5D

**Sensors:**

*Passive:* 30/0D

*Scan:* 65/1D

*Search:* 80/2D

*Focus:* 4/3D+2

**Weapons:**

**4 Assault Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/15/25

*Atmosphere Range:* 100-300/1.5/2.5 km

*Damage:* 8D+2

**4 Proton Torpedo Launchers** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Ammo:* 10 torpedoes each

*Fire Control:* 3D

*Space Range:* 1/5/9

*Atmosphere Range:* 50-100/500/900 m

*Damage:* 9D

**8 Light Ion Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-5/9/40

*Atmosphere Range:* 100-500/900/4 km

*Damage:* 5D+2

## Guardian Mantis



**Craft:** Custom Xi Char Designed Fighter

**Owner:** Vana Sage (mercenary pilot)

**Era:** Old Republic

**Type:** Space superiority fighter

**Scale:** Starfighter

**Length:** 14 meters

**Skill:** Starfighter piloting: *Guardian Mantis*

**Crew:** 2

**Crew Skill:** See Vana Sage and Mod-3

**Cargo Capacity:** 70 kg

**Consumables:** 1 week

**Cost:** Not for Sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x5

**Nav Computer:** Astromech programmed with 10 jumps

**Maneuverability:** 3D

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 1D+2

**Shields:** 1D\*

\* The Mantis' shields replenish at double the normal rate thanks to the hard-wired astromech droid

**Sensors:**

*Passive:* 35/1D+1

*Scan:* 55/2D+2

*Search:* 70/3D+1

*Focus:* 5/4D

**Ion-Enabled Sensor Tags:** When attached to a ship via proton torpedo launcher, these provide +3D to sensors rolls against the target; additionally, they subtract 1D from all ship electronic systems rolls, and can only be removed physically. Multiple tags can be attached to the same vessel.

**Weapons:**

**2 Laser Cannons** (fire-linked)

*Fire Arc:* Front



*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 1-300/1.2/2.5 km  
*Damage:* 4D  
**Nano-Missile Magazine**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1/3/5  
*Atmosphere Range:* 50-100/300/500 km  
*Damage:* 3D or 1D ion (see IES tags above)

## Havoc



**Craft:** Modified Nubian Prototype Bomber  
**Owner:** Nym (feeorin pirate)  
**Era:** Old Republic  
**Type:** Surface bomber  
**Scale:** Starfighter  
**Length:** 22 meters  
**Skill:** Starfighter piloting: Nubian Prototype  
**Crew:** 1  
**Crew Skill:** Astrogation 5D, starship gunnery 4D+2, starfighter piloting 6D, starship shields 4D+2  
**Cargo:** 10 metric tons  
**Cost:** Not for Sale  
**Hyperdrive Multiplier:** x1.5  
**Nav Computer:** Yes  
**Consumables:** 2 weeks  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295/850 km/h  
**Hull:** 4D+1  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 25/1D  
*Scan:* 40/1D+2  
*Search:* 70/2D+1  
*Focus:* 4/3D  
**Weapons:**  
**6 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 1-300/1.2/2.5 km  
*Damage:* 5D (per group)

**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 3D\*  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 1-300/1.2/2.5 km  
*Damage:* 4D  
**Energy Bomb Launcher**  
*Fire Arc:* Ventral  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1/3/5  
*Atmosphere Range:* 50-100/300/500 m  
*Damage:* 13D  
 \*Can be set on auto-fire using only fire control to hit.

## Krakana's Claw

**Craft:** Modified Sienar Fleet Systems Skypray Blastboat  
**Owner:** Irackant (mon calamari bounty hunter)  
**Stock:** Page 36  
**Era:** New Jedi Order  
**Source:** Starships of the Galaxy (pages 85-86)  
**Type:** Defense and patrol blastboat  
**Scale:** Capital (due to power output)  
**Length:** 25 meters  
**Skill:** Starfighter piloting: Skipray Blastboat  
**Crew:** 1  
**Crew Skill:** Unique  
**Passengers:** 3 (prisoners)  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 6 months  
**Cost:** Not for sale (367,000 estimated)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** None  
**Nav Computer:** Limited to 4 jumps  
**Maneuverability:** 1D+2 (2D+2 in atmosphere)  
**Space:** 8  
**Atmosphere:** 415; 1,200 km/h  
**Hull:** 2D+1  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 35/1D  
*Scan:* 60/1D+2  
*Search:* 100/2D  
*Focus:* 3/2D+2  
**Weapons:**  
**2 Assault Lasers** (fire-linked)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Scale:* Starfighter  
*Fire Control:* 1D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 8D  
**3 Medium Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Proton Torpedo Launcher**

*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Scale:* Starfighter  
*Ammo:* 16 heavy torpedoes  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 10D

## Red Lancer & Blue Queen

**Craft:** Modified SoroSuub *Corsair*-class Cruiser  
**Owner:** Dharus' pirates  
**Stock:** Page 21  
**Era:** Rise of the Empire  
**Source:** Fragments from the Rim (page 64)  
**Type:** Heavy assault starfighter  
**Scale:** Starfighter  
**Length:** 18 meters  
**Skill:** Starfighter piloting: Corsair  
**Crew:** 2, gunners: 1  
**Crew Skill:** Astrogation 6D, sensors 5D, starfighter piloting 6D, starship gunnery 6D+2, starship shields 5D  
**Cargo Capacity:** 15 kilograms  
**Consumables:** 2 days  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3  
**Nav Computer:** Limited to 3 jumps  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 4D+2  
**Shields:** 1D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Turbolaser Batteries** (fire-linked)  
*Fire Arc:* Front  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 3-15/35/50  
*Damage:* 5D  
**2 Ion Cannons**  
*Fire Arc:* Turret  
*Crew:* 1 (co-pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-10/25/30  
*Damage:* 3D

## Red Star 1

**Craft:** Modified Seinar Fleet Systems TIE Defender  
**Owner:** Countess Iran Ryad (imperial wing commander)  
**Stock:** Pages 41-42  
**Era:** New Republic  
**Source:** Starships of the Galaxy Web Enhancement (pages 2-3)

**Type:** Advanced starfighter  
**Scale:** Starfighter  
**Length:** 6.6 meters  
**Skill:** Starfighter piloting: TIE Defender  
**Crew:** 1  
**Crew Skill:** Unique  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 2 days  
**Cost:** 262,500 (new)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Back-Up:** None  
**Nav Computer:** Limited to two jumps  
**Maneuverability:** 4D  
**Space:** 14  
**Atmosphere:** 485; 1400 km/h  
**Hull:** 3D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 5D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 5D+1  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D  
**2 Concussion Missile Launchers**  
*Fire Arc:* Front  
*Skills:* Starship gunnery  
*Ammo:* 4 missiles each  
*Fire Control:* 3D+1  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-500/1/5 km  
*Damage:* 9D

## Sharp Spiral



**Craft:** SoroSuub Cutlass-9  
**Owner:** Saesse Tiin (lannik jedi master)

**Era:** Old Republic  
**Type:** Space Superiority Starfighter  
**Scale:** Starfighter  
**Length:** 7.2 meters  
**Skill:** Starfighter piloting  
**Crew:** 1  
**Crew Skill:** See Saesee Tiin  
**Cargo Capacity:** 45 kilograms  
**Consumables:** 2 weeks  
**Cost:** 138,000 credits estimated cost  
**Hyperdrive Multiplier:** x1.5  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 10  
**Move:** 415, 1200 km/h  
**Hull:** 2D+2  
**Shields:** 1D+2  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 45/1D+1  
*Search:* 85/2D+2  
*Focus:* 4/4D  
**Weapons:**  
**4 Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D

## Slave II

**Craft:** Modified MandalMotors *Pursuer*-class Enforcement Ship  
**Owner:** Boba Fett (bounty-hunter)  
**Stock:** Page 20  
**Era:** New Republic  
**Source:** Dark Empire Sourcebook (page 104), The Essential Guide to Vehicles and Vessels (pages 146-147)  
**Scale:** Starfighter  
**Length:** 30.1 meters  
**Skill:** Starfighter piloting: *Pursuer*  
**Crew:** 1  
**Crew Skill:** Astrogation 6D+1, space transports 7D, starship gunnery 8D, starship shields 6D  
**Passengers:** 2; 5 (prison cells)  
**Cargo Capacity:** 35 metric tons  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 35/1D+1  
*Scan:* 55/2D+1  
*Search:* 80/3D+1  
*Focus:* 3/4D+1  
**Weapons:**

**Twin Blaster Cannon** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D  
**Ion Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 50-100/200/500 m  
*Damage:* 8D  
**Proton Torpedo Launcher**  
*Fire Arc:* Back  
*Skill:* Starship gunnery  
*Fire Control:* 3D+2  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 7D

## Sun Crusher

**Craft:** Sun Crusher Prototype  
**Owner:** Empire  
**Era:** New Republic  
**Source:** The Jedi Academy Sourcebook (pages 66-68), The Essential Guide to Vehicles and Vessels (pages 162-163)  
**Type:** Imperial superweapon prototype  
**Scale:** Starfighter  
**Length:** 13.5 meters  
**Skill:** Starfighter piloting: Sun Crusher  
**Crew:** 1, gunners: 5  
**Crew Skill:** Starfighter piloting 4D, starship gunnery 4D  
**Cargo Capacity:** 65 kilograms  
**Consumables:** 4 days  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Limited to three jumps  
**Maneuverability:** 3D+2  
**Space:** 12  
**Atmosphere:** 450; 1,300 km/h  
**Hull:** 50D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 40/1D  
*Search:* 60/3D  
*Focus:* 4/3D+2  
**Weapons:**  
**11 Resonance Torpedoes\***  
*Fire Arc:* Front  
*Scale:* Capital  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-15/30/45  
*Atmosphere Range:* 1-15/30/25 km  
*Damage:* 4D+2





### 5 Laser Cannons

*Fire Arc:* 1 turret, 1 left/front/right, 1 front/left/back, 1 left/back/right, 1 front/right/back

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/25

*Atmosphere Range:* 100-500/1/2.5 km

*Damage:* 4D

### Tractor Beam Projector

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 4D

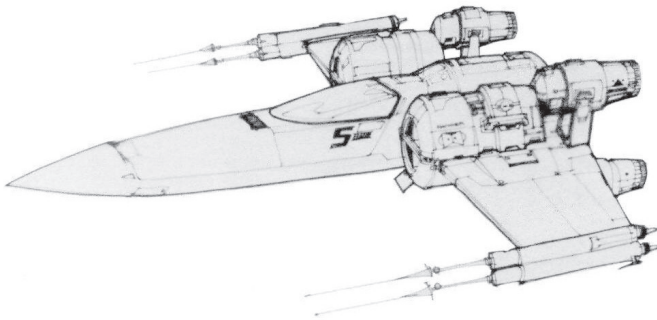
*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60

*Damage:* 5D

**Note:** These stats describe the torpedo as used against a ship or other target. When fired into a star, the torpedo's sophisticated tracking system guarantees impact with a star, and its devastating impact on a star has very little to do with its explosive or kinetic power – it simply triggers a chain reaction which ignites a supernova, destroying the star and anything in the system.

## Tallon's Headhunters



**Craft:** Modified Incom/Subpro Z-95 Headhunter

**Owner:** Adar Tallon (old republic commander)

**Stock:** Page 18

**Era:** Rise of the Empire

**Source:** Tatooine Manhunt (page 31)

**Type:** Modified multi-purpose starfighter

**Scale:** Starfighter

**Length:** 11.8 meters

**Skill:** Starfighter piloting: Z-95

**Crew:** 1

**Cargo Capacity:** 30 kilograms

**Consumables:** 1 day

**Cost:** Not for sale

**Hyperdrive Multiplier:** x3

**Nav Computer:** Limited to 1 jump

**Maneuverability:** 2D

**Space:** 7

**Atmosphere:** 400; 1,150 km/h

**Hull:** 4D

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 1/2D

**Weapons:**

### 2 Triple Blasters (fire linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 4D

## Toth's Starfighter

**Craft:** Toth's Starfighter

**Owner:** Cavik Toth (mercenary leader)

**Era:** Old Republic

**Type:** Custom starfighter

**Scale:** Starfighter

**Length:** 12.5 meters

**Skill:** Starfighter piloting

**Crew:** 1

**Crew Skill:** See Cavik Toth

**Cargo Capacity:** 60 kg

**Consumables:** 2 week

**Cost:** Not for Sale

**Hyperdrive Multiplier:** x2

**Nav Computer:** Yes

**Move:** 400, 1,150 km/h

**Space:** 9

**Maneuverability:** 2D

**Hull:** 2D+2

**Shields:** 2D+1

**Sensors:**

*Passive:* 30/1D

*Scan:* 50/2D

*Search:* 70/3D

*Focus:* 4/4D

**Weapons:**

### 3 Twin Laser Cannons

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D+1

*Space Range:* 2-5/15/25

*Damage:* 5D

### Concussion Missile Launcher

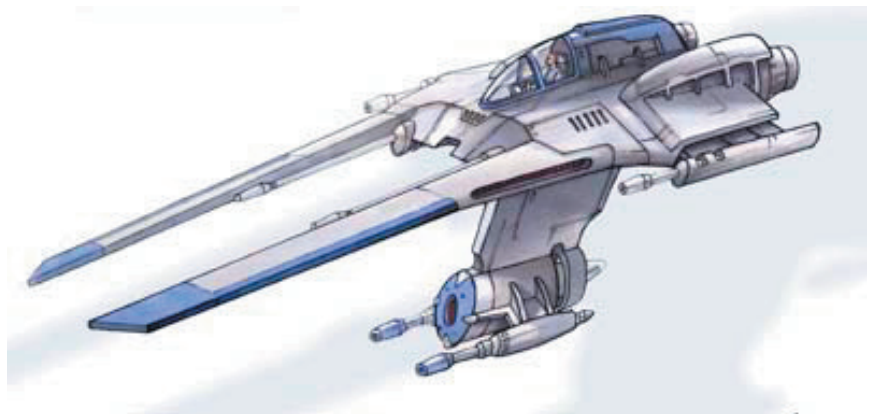
*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/8/15

*Damage:* 8D



## Virago

**Craft:** Modified MandalMotors StarViper Assault Fighter

**Owner:** Prince Xizor (falleen crimelord)

**Stock:** Pages 21-22

**Era:** Rebellion

**Source:** The Essential Guide to Vehicles and Vessels (pages 124-125)

**Type:** Modified Assault Fighter

**Scale:** Starfighter

**Length:** 21 meters

**Skill:** Starfighter piloting: StarViper

**Crew:** 1

**Crew Skill:** Astrogation 4D, starfighter piloting 6D, starship gunnery 5D, starship shields 5D

**Consumables:** 2 months

**Cargo Capacity:** 1 metric ton

**Cost:** Not for sale

**Nav Computer:** Yes

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Maneuverability:** 3D+2 in space and in atmosphere with wings retracted. 1D in atmosphere with wings extended

**Space:** 11

**Atmosphere:** 1,200 km/h with wings retracted. 600 km/h with wings extended

**Hull:** 6D Forward and 3D Aft

**Shields:** 1D Forward and 4D Aft.

**Sensors:**

*Passive:* 25/1D

*Scan:* 40/2D

*Search:* 60/3D

*Focus:* 4/4D

**Weapons:**

**2 Double Heavy Laser Cannons** (single or fire-linked)

*Fire Arc:* When fire-linked can only fire to front or back facings, also cannons can rotate 180 degrees. The cannons remained locked forward when wings are retracted)

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmospheric Range:* 100-300/1.2/2.5 km

*Damage:* 5D (6D if Fire-Linked)

**2 Proton Torpedo Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Ammo:* 3 torpedoes each

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmospheric Range:* 50-100/300/700 m

*Damage:* 9D

## Space Transports

### Accuser

**Craft:** Modified Ghtroc Industries Class 720 Freighter

**Owner:** Kal-tan-shi (Tiss'shar bounty hunter/assassin)

**Stock:** Pages 71-72

**Era:** Rebellion

**Type:** Bounty hunting ship

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports

**Crew:** 1; gunners: 1

**Passengers:** 10

**Cargo Capacity:** 115 metric tons

**Consumables:** 3 months

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** 1x5

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 5

**Atmosphere:** 295; 850 km/h

**Hull:** 4D+2

**Shields:** 2D

**Sensors:**

*Passive:* 20/1D

*Scan:* 40/1D+2

*Search:* 75/2D

*Focus:* 6/4D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

*Crew:* 1 Gunner

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D+2

**Double Laser Cannon**

*Fire Arc:* Front

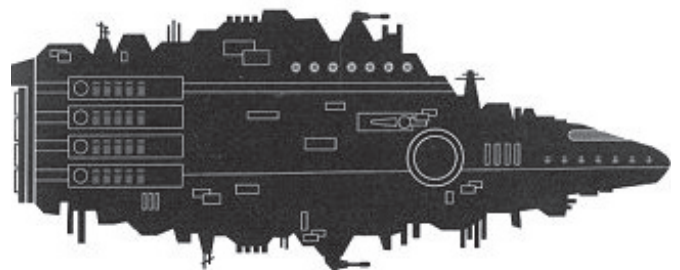
*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

### Arkanian Dawn



**Craft:** Y164 Thalassian Slave Transport

**Owner:** Thila & Matt Talon (slavers)

**Era:** Rise of the Empire

**Source:** Fragments from the Rim (page 7)

**Type:** Modified medium slave transport

**Scale:** Capital

**Length:** 90 meters

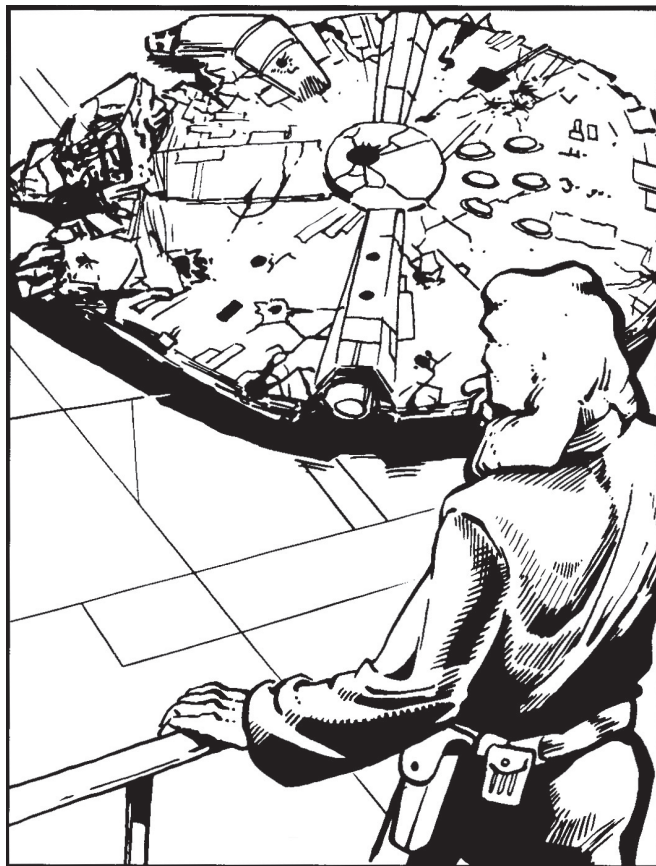
**Skill:** Space transports: Y164 slave transport  
**Crew:** 5 (1 can coordinate), gunners: 2, support (for slaving): 8  
**Crew Skill:** Astrogation 3D+2, starship gunnery 3D, space transports 4D  
**Passengers:** 12,400 (slaves)  
**Cargo Capacity:** 10 metric tons  
**Consumables:** 1 month  
**Cost:** 245,000  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x25  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 1  
**Atmosphere:** 210; 600 km/h  
**Hull:** 2D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 45/3D  
*Focus:* 3/4D  
**Weapons:**  
**2 Quad Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Avatar's Needle

**Craft:** Customized Sienar Fleet Systems *Guardian*-class light cruiser  
**Owner:** Shanto Dhil (bacta pirate)  
**Stock:** Pages 143-145  
**Era:** Rise of the Empire  
**Source:** Lord of the Expanse: Gamemaster Guide (page 74)  
**Type:** Pirate ship  
**Scale:** Starfighter  
**Length:** 42 meters  
**Skill:** Space transports: Guardian cruiser  
**Crew:** 5, gunners: 4  
**Crew Skill:** Space transports 5D, starship gunnery 5D+2, starship shields 5D+1  
**Passengers:** 2  
**Cargo Capacity:** 1,000 metric tons  
**Consumables:** 3 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 3D+2  
**Space:** 9  
**Atmosphere:** 400; 1,150 km/h  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 45/1D  
*Scan:* 80/2D

*Search:* 120/4D  
*Focus:* 4/4D+1  
**Weapons:**  
**4 Heavy Laser Cannons**  
*Fire Arc:* 2 front, 2 turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1 /1.7 km  
*Damage:* 5D+2

## Battered Freighter



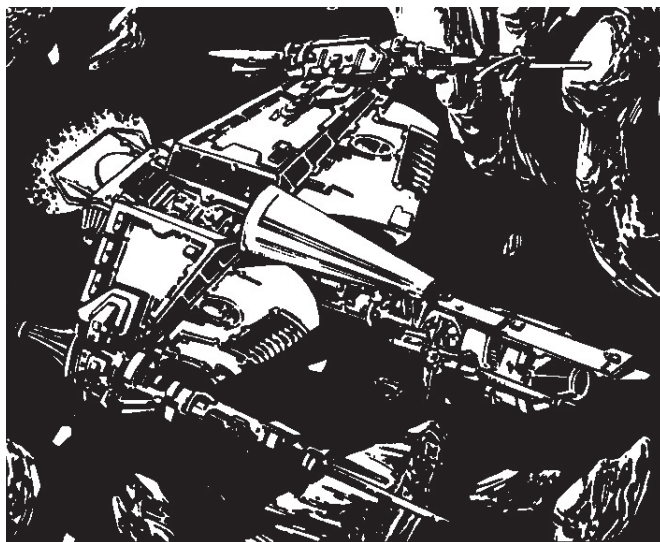
**Craft:** Corellian Engineering Corporation YT-1300 Transport  
**Owner:** Dr. Langstyn Kraay (facility director)  
**Stock:** Pages 92-93  
**Era:** Rebellion  
**Source:** The DarkStryder Campaign: The Kathol Rift (page 39)  
**Type:** Light freighter  
**Scale:** Starfighter  
**Length:** 26.7 meters  
**Skill:** Space transports: YT-1300  
**Crew Skill:** Varies widely  
**Crew:** 1 (1 can coordinate), gunners: 1  
**Passengers:** 6  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Cost:** 100,000 (new), 25,000 (used)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x12



**Nav Computer:** Yes  
**Space:** 4  
**Atmosphere:** 480; 800 km/h  
**Hull:** 4D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/4D  
**Weapons:**  
**2 Laser Cannons** (fire separately)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D  
**Heavy Laser Cannon**  
*Fire Arc:* Front  
*Crew:* 1 (can be fired by pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Best Cargo



**Craft:** Modified Light Freighter  
**Owner:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Classic Adventures: Volume Two (page 34)  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports  
**Crew:** 4, gunners:1, skeleton:1/+5  
**Passengers:** 6  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 2 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 6D  
**Space:** 3  
**Atmosphere:** 260; 750 km/h  
**Hull:** 6D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 15/0D

## Distant Rainbow

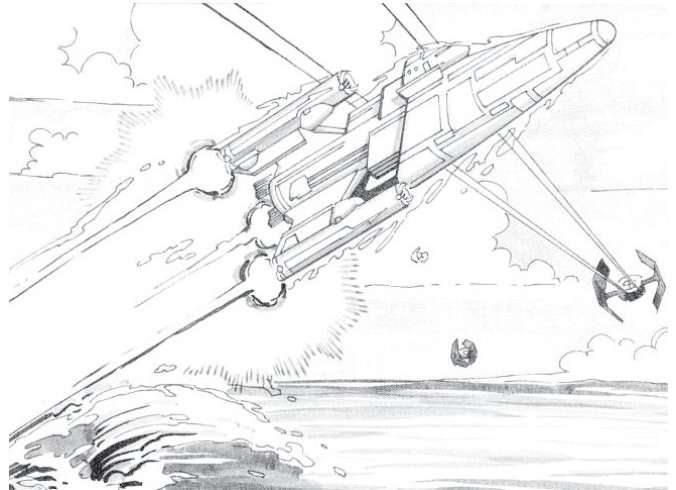
**Craft:** Modified Kuat Drive Yards *Starwind*-class Pleasure Yacht  
**Owner:** Mazzic (smuggler)  
**Stock:** Pages 56-57  
**Era:** Rebellion  
**Source:** Pirates & Privateers (page 72)  
**Type:** Modified space Yacht  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports: Starwind pleasure yacht  
**Crew:** 5, gunners: 2, skeleton: 2/+5  
**Crew Skill:** Astrogation 7D, sensors 6D+2, space transports 7D+2, starship gunnery 6D+2, starship shields 6D+2  
**Passengers:** 10  
**Cargo Capacity:** 2 metric tons  
**Consumables:** 2 months  
**Cost:** 1,610,000 (including modification costs)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 3D+2  
**Shields:** 3D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 45/3D  
*Focus:* 3/4D  
**2 Quad Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Dynasty

**Craft:** Modified Corellian YT-1210 Light Freighter  
**Owner:** Axor Bridgeman (tramp freighter captain)  
**Stock:** Pages 91-92  
**Era:** Rise of the Empire  
**Source:** Galaxy Guide 6: Tramp Freighters (pages 83-84)  
**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports: YT-1210 light freighter  
**Crew:** 1, gunners: 1  
**Crew Skill:** Space transports 6D, starship gunnery 4D+2, starship shields 4D+2, astrogation 4D  
**Passengers:** 4  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 2 months  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x5  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 280; 800 km/h  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D  
**2 Concussion Missile Tubes**  
*Fire Arc:* 1 front, 1 back  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-2/8/15  
*Atmosphere Range:* 100-200/800/1.5 km  
*Damage:* 8D

## Explorer

**Craft:** Modified Space Boat  
**Owner:** Rebel Alliance  
**Era:** Rebellion  
**Source:** Battle for the Golden Sun (page 22)  
**Type:** Modified multi-environment space boat  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports  
**Crew:** 4, gunners: 2  
**Passengers:** 6  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 4 months  
**Hyperdrive Multiplier:** x 1/2



**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 4  
**Atmosphere:** 480; 800 km/h  
**Hull:** 4D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 50/3D  
*Focus:* 2/4D  
**Weapons:**  
**2 Double Laser Cannons** (fire separately)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**Note:** Can operate in space, atmosphere or liquid environment.  
**Vehicle Complement:** 2 speeder-rafts, 6 glider-sails

## Feeg Liat



**Type:** Custom Space Transport  
**Owner:** Jedi Order  
**Era:** Old Republic  
**Length:** 23 meters  
**Scale:** Starfighter  
**Skill:** Space transports: Feeg Liat  
**Crew:** 1

**Crew Skill:** Varies  
**Cargo Capacity:** 500 kg  
**Consumables:** 2 weeks  
**Hyperdrive Multiplier:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 350; 1000 km/h  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/1D  
*Scan:* 20/2D  
*Search:* 40/2D+2  
*Focus:* 3/3D+1  
**Weapons:**  
**2 Heavy Laser Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 1-3/7/12  
*Atmosphere Range:* 100-300/700/1.2 km  
*Damage:* 4D

## Gilded Lily

**Craft:** Converted *Baudo*-class Star Yacht  
**Owner:** Rollo Morsai (tramp freighter captain)  
**Stock:** Pages 59-60  
**Era:** Rebellion  
**Source:** Galaxy Huide 6: Tramp Freighters (page 87)  
**Type:** Modified space yacht  
**Scale:** Starfighter  
**Length:** 32 meters  
**Skill:** Space transports: *Baudo*-class space yacht  
**Crew:** 1  
**Crew Skill:** Space transports 6D, starship gunnery 5D, starship shields 6D+2, astrogation 5D+2  
**Passengers:** 4  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x7  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 10  
**Atmosphere:** 415; 1,200 km/h  
**Hull:** 2D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 2D

## Heroc's Slayer

**Craft:** Modified YT-1300 Transport  
**Owner:** Heroc (bounty-hunter)  
**Stock:** Pages 92-93  
**Era:** Rise of the Empire  
**Source:** Core Rulebook: 2<sup>nd</sup> Edition (page 48)  
**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 27.3 meters  
**Skill:** Space transports: YT-1300  
**Crew Skill:** Astrogation 3D, starship gunnery 3D, space transports 3D  
**Crew:** 1 to 3 (can coordinate)  
**Passengers:** 5  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 3 weeks  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 3D+2  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 40/3D  
*Search:* 50/4D  
*Focus:* 4/3D  
**Weapons:**  
**Triple Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 1D+1  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Hound's Tooth

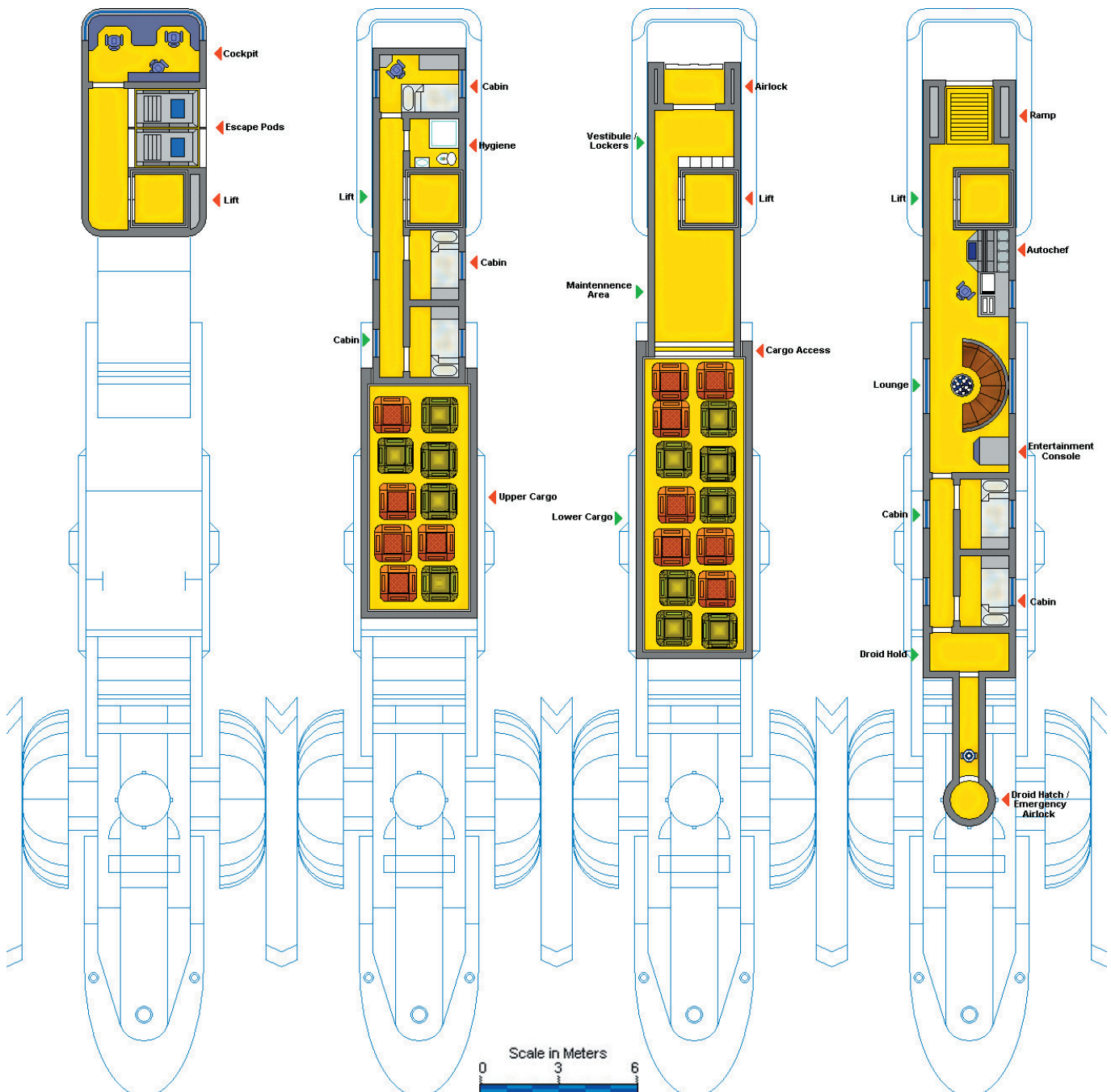


**Craft:** Modified YV-666 Light Freighter  
**Owner:** Bossk (trandoshan bounty-hunter)  
**Era:** Rebellion  
**Source:** The Essential Guide to Vehicles and Vessels (pages 68-69)  
**Type:** Transport  
**Scale:** Starfighter  
**Length:** 41 meters  
**Skill:** Space transports: YV-666  
**Crew:** 1  
**Crew Skill:** Astrogation 5D+1, space transports 7D+1, starship gunnery 6D+1, starship shields 4D+1



**Passengers:** 4 (prisoners)  
**Cargo Capacity:** 20 metric tons  
**Consumables:** 6 months  
**Cost:** Not available for sale (480,000 estimated)  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x6  
**Nav Computer:** Yes  
**Maneuverability:** 1D+2  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 6D  
**Shields:** 4D  
**Sensors:**  
*Passive:* 25/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D

**Weapons:**  
**Quad Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship Gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Concussion Missile Launcher**  
*Fire Arc:* Front  
*Skill:* Starship Gunnery  
*Ammo:* 6 missiles  
*Fire Control:* 1D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 m  
*Damage:* 9D  
**Notes:** Carries the Z-95 Headhunter *Nashtah Pup*.



## Hyperspace Marauder

**Craft:** TransGalMeg *Xiytiar*-class Transport  
**Owner:** Lo Kahn (smuggler)  
**Stock:** Page 114  
**Era:** Rise of the Empire  
**Source:** Dark Empire Sourcebook (pages 103-104), The Essential Guide to Vehicles and Vessels (pages 72-73)  
**Type:** Modified large transport  
**Scale:** Capital  
**Length:** 164.8 meters  
**Skill:** Space transports: *Xiytiar*-class transport  
**Crew:** 2  
**Crew Skill:** Lo Kahn: astrogation 5D+1, space transports 7D+1, starship gunnery 4D, starship shields 6D+2; Luwingo: astrogation 5D, communications 6D, space transports 5D+1, starship gunnery 4D+2, starship shields 5D  
**Passengers:** 12  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 3 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x16  
**Nav Computer:** Yes  
**Space:** 3  
**Atmosphere:** 280; 800 km/h  
**Hull:** 2D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 35/1D+1  
*Search:* 40/3D  
*Focus:* 2/3D  
**Note:** The *Hyperspace Marauder* has a custom-made multi-band computer interface antenna. With this, Luwingo has +3D to *computer programming* and *security* rolls when attempting to take over any opponent's shipboard computer. The antenna has a broadcast range of 500 meters; therefore, this tactic is only practical on attempted boarding actions or on a planet's surface.

## IG-2000

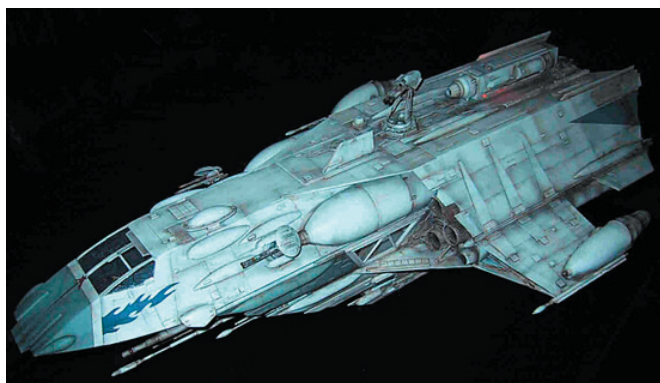
**Craft:** Modified Trilon, Inc. Aggressor Assault Fighter  
**Owner:** IG-88 (bounty-hunter)  
**Era:** Rebellion  
**Source:** The Essential Guide to Vehicles and Vessels (pages 76-77)  
**Type:** Transport  
**Scale:** Starfighter  
**Length:** 20 meters  
**Skill:** Space transports: Aggressor  
**Crew:** 1  
**Crew Skill:** Astrogation 4D+2, space transports 5D+2, starship gunnery 3D+2, starship shields 3D  
**Passengers:** 8 (prisoners)  
**Cargo Capacity:** 465 kilograms  
**Consumables:** 1 week  
**Cost:** Not available for sale (650,000 estimated)  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes  
**Maneuverability:** 2D+1  
**Space:** 9



**Atmosphere:** 400; 1,150 km/h  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 20/0D  
*Scan:* 40/1D  
*Search:* 60/2D  
*Focus:* 3/3D  
**Weapons:**  
**2 Assault Lasers** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 8D  
**Ion Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D  
**2 Tractor Beams**  
*Fire Arc:* Front  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

## Jade Sabre

**Craft:** *Jade Sabre*  
**Owner:** Mara Jade Skywalker (jedi knight)  
**Era:** New Jedi Order  
**Source:** Starships of the Galaxy (page 83)  
**Type:** Custom space transport  
**Scale:** Starfighter  
**Length:** 50 meters  
**Skill:** Space transports  
**Crew:** 1  
**Crew Skill:** Astrogation 8D+2, communications 6D+2, sensors 5D+2, space transports 9D+2, starship gunnery



9D+2, starship shields 8D  
**Passengers:** 15  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 6 months  
**Cost:** Not for sale (1,675,500 estimated)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x4  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 9  
**Atmosphere:** 400; 1,150 km/h  
**Hull:** 6D  
**Shields:** 4D+2  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 75/3D  
*Focus:* 4/4D  
**Weapons:**  
**4 Quad Laser Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/15/25  
*Atmosphere Range:* 100-300/1.5/3 km  
*Damage:* 6D  
**Tractor Beam Projector**  
*Fire Arc:* Front  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 4D+2

## Jade Shadow

**Craft:** SoroSuub *Horizon*-class Yacht  
**Owner:** Mara Jade Skywalker (jedi master)  
**Era:** New Jedi Order  
**Type:** Space transport  
**Scale:** Starfighter  
**Length:** 55 meters  
**Skill:** Space transports: *Horizon* yacht  
**Crew:** 1 or 2  
**Crew Skill:** Astroagation 8D+2, communications 6D+2, sensors 5D+2, space transports 9D+2, starship gunnery 9D+2, starship shields 8D  
**Passengers:** 10  
**Cargo Capacity:** 100 metric tons



**Consumables:** 2 months  
**Cost:** 230,000 (new), 80,000 (used)  
**Hyperdrive Multiplier:** x0.5  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 6D+2  
**Shields:** 4D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/3D  
*Focus:* 3/4D+1  
**Weapons:**  
**2 Quad Laser Cannons**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Concussion Missile Tube**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
Ammo: 4 missiles  
*Fire Control:* 3D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 100/300/700 m  
*Damage:* 9D

## Lady Luck

**Craft:** Modified SoroSuub Luxury 3000  
**Owner:** Lando Calrissian (gambler)  
**Stock:** Pages 57-58  
**Era:** New Republic  
**Source:** The Thrawn Trilogy Sourcebook (pages 232-234), The Essential Guide to Vehicles and Vessels (pages



98-99)

**Type:** Modified private space yacht

**Scale:** Starfighter

**Length:** 50 meters

**Skill:** Space transports: Luxury 3000 yacht

**Crew:** 1

**Crew Skill:** Astrogation 7D, communications 5D+1, sensors 5D+1, space transports 9D, starship gunnery 8D, starship shields 8D+1

**Passengers:** 10

**Cargo Capacity:** 100 metric tons

**Consumables:** 1 month

**Cost:** Not for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x14

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 2D+2

**Shields:** 1D

**Sensors:**

*Passive:* 25/1D

*Scan:* 50/2D

*Search:* 75/2D+2

*Focus:* 3/3D

**Laser Cannon** (retractable)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 2D+2

## Lady Sunfire

**Craft:** Modified Corellian Engineering Corporation Barloz-class Freighter

**Owner:** Clyngunn (zehethbra smuggler)

**Stock:** Page 63

**Era:** Rise of the Empire

**Source:** The Thrawn Trilogy Sourcebook (pages 234-235)

**Type:** Modified medium freighter

**Scale:** Starfighter

**Length:** 41 meters

**Skill:** Space transports: Barloz freighter

**Crew:** 2, gunners: 1, skeleton: 1/+5

**Crew Skill:** Astrogation 7D+1, communications 4D+1, sensors 6D+1, space transports: Lady Sunfire 8D, starship shields 6D+1

**Passengers:** 4

**Cargo Capacity:** 70 metric tons

**Consumables:** 2 months

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D+2

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/2D

*Countermeasures Package:* Add +1D to difficulty for other ships to detect the *Lady Sunfire*.

**Weapons:**

**3 Quad Turbolaser Batteries**

*Fire Arc:* 1 front, 1 left, 1 right

*Skill:* Starship gunnery

*Fire Control:* 2D+1

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D+1

**4 Concussion Missile Launchers** (fire-linked)

*Fire Arc:* Rear

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 8D

## Luke's Freighter

**Craft:** Modified Ghtroc Industries class 720 freighter

**Owner:** Luke Skywalker (jedi knight)

**Stock:** Pages 71-72

**Era:** RiNew Republic

**Source:** The Thrawn Trilogy Sourcebook (page 236)

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports: Ghtroc freighter

**Crew:** 1 (1 can coordinate), gunners: 1, 1 astromech droid

**Crew Skill:** Luke Skywalker: astrogation 7D, sensors 4D+1, starship gunnery 8D+1, starship shields 7D+1, space transports 4D; R2-D2: astrogation 12D, communications 6D+1, sensors 7D+1, starship gunnery 5D, starship shields 5D+2

**Cargo Capacity:** X-Wing and 15 kilograms

**Consumables:** 1 week

**Cost:** 98,500 (for new freighter), 45,000 (for additional modifications)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 3

**Atmosphere:** 260; 750 km/h

**Hull:** 2D+2

**Shields:** 1D

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

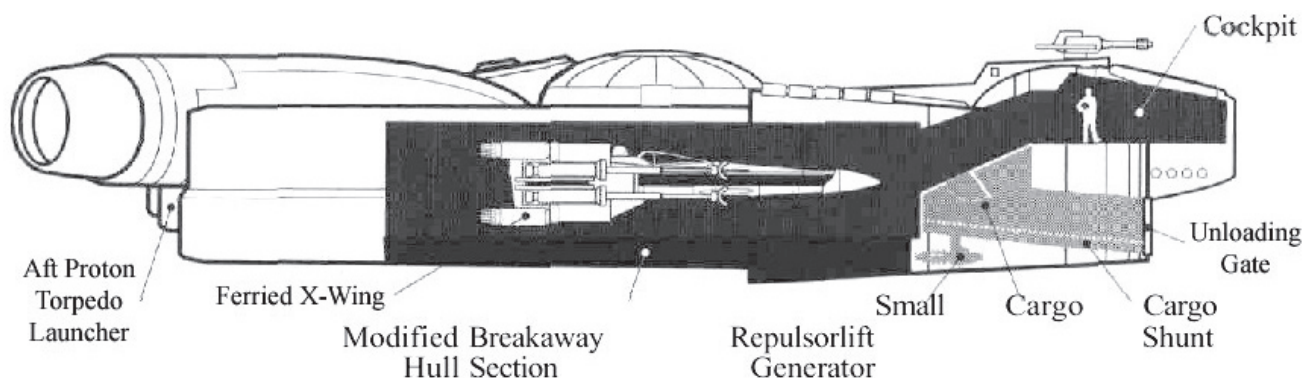
**Weapons:**

**Double Laser Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 1D+1



*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

**Proton Torpedo Launcher**

*Fire Arc:* back

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1/3/7

*Atmosphere Range:* 150-100/300/700 m

*Damage:* 7D

**Special Modifications:**

*Starfighter Storage System:* The modified cargo bay vessel has storage space for one Incom T-65 X-wing fighter and is capable of releasing the starfighter while in flight.

*Shroud Package:* A small repulsor shunt helps distribute a cloud of metallic particles that foils sensors and tractor beams. It adds +1D to the difficulty of all *sensors* checks and adds +3D to the difficulty of any tractor beam attempts within or through the cloud of particles.

**Crew:** 14, gunners: 4, skeleton: 10/+10

**Passengers:** 150

**Cargo Capacity:** 200 metric tons

**Consumables:** 1 week

**Cost:** 20,000 (new), 12,000 (used)

**Hyperdrive Multiplier:** x12

**Maneuverability:** 4D

**Space:** 6

**Atmosphere:** 300; 900 km/h

**Hull:** 6D

**Shields:** 2D; no energy shielding

**Sensors:**

*Passive:* 6/0D

*Scan:* 15/1D

**Weapons:**

**Plasma Drills**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Starship gunnery

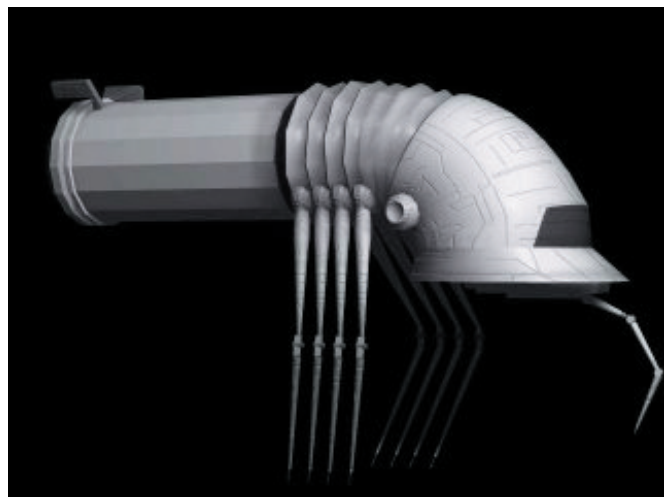
*Fire Control:* 1D

*Space Range:* 1-3/5/8

*Atmosphere Range:* 20-40/60/80 m

*Damage:* 8D

## Marauder Starjacker



**Craft:** Byblos Drive Yards E-2 Asteroid Miner

**Owner:** Finhead Stonebone (pirate)

**Era:** Old Republic

**Source:** Tales of the Jedi Companion (pages 116-117), The Essential Guide to Vehicles and Vessels (pages 110-111)

**Type:** Modified mining ship

**Scale:** Starfighter

**Length:** 110 meters

**Skill:** Space transports: E-2 Asteroid Miner

## Merry Thruvidor

**Craft:** Modified Ghtroc Industries class 720 freighter

**Owner:** Rebel Alliance

**Stock:** Pages 71-72

**Era:** Rebellion

**Source:** Core Rulebook (page 181)

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports: Ghtroc freighter

**Crew:** 1 (can coordinate), gunners: 1

**Passengers:** 10

**Cargo Capacity:** 135 metric tons

**Consumables:** 2 months

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x15

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 3

**Atmosphere:** 260; 750 km/h

**Hull:** 3D+2

**Shields:** 1D+2

**Sensors:**

*Passive:* 15/0D

*Scan:* 30/1D

*Search:* 50/3D

*Focus:* 2/4D

**Weapons:**

**2 Double Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

## Midnight Star

**Craft:** Modified Corellian Engineering Corporation YV-545 Transport

**Owner:** Outer Rim Trade Consortium

**Stock:** Pages 103-104

**Era:** Rebellion

**Source:** Rebellion Era Sourcebook (pages 14-15)

**Type:** Modified space transport

**Scale:** Starfighter

**Length:** 32 meters

**Skill:** Space transports: YV-545

**Crew:** 2

**Crew Skill:** Varies

**Passengers:** 8

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Cost:** Not for sale (estimated 45,000 used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 8

**Atmosphere:**

**Hull:** 5D

**Shields:** 0D+1

**Weapons:**

**2 Heavy Ion Cannons** (fire-linked)

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 5D

**Laser Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

**Concussion Missile Launch Tube**

*Fire Arc:* Rear

*Skill:* Starship gunnery

*Ammo:* 6 missiles

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 8D

## Millennium Falcon

**Craft:** Modified Corellian Engineering Corporation YT-1300 Transport

**Owner:** Han Solo (smuggler)

**Stock:** Pages 92-93

**Era:** Rise of the Empire

**Source:** Core Rulebook (page 254), Han Solo and the Corporate Sector Sourcebook (pages 95-96), Dark Empire Sourcebook (pages 101-102), The Thrawn Trilogy Sourcebook (page 231), The Essential Guide to Vehicles and Vessels (pages 114-115)

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 26.7 meters

**Skill:** Space transports: YT-1300 transport

**Crew:** 2, gunners: 2, skeleton: 1/+5

**Crew Skill:** Han Solo (as of the Battle of Yavin: astrogation 8D, communications 4D, sensors 4D+2, space transports: YT-1300 10D, starships gunnery 9D, starship shields 6D+2) and Chewbacca (as of the Battle of Yavin: astrogation 8D, communications 3D+1, sensors 5D, space transports:YT-1300 8D, starships gunnery 7D, starship shields 6D)

**Passengers:** 6

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1/2

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 6D

**Shields:** 3D

**Weapons:**

**2 Quad Laser Cannons** (fire separately)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12-25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 6D

**2 Concussion Missile Tubes** (fire linked)

*Fire Arc:* Front

*Skill:* Missile weapons: concussion missiles

*Fire Control:* 3D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 9D

**Blaster Cannon** (retractable)

*Fire Arc:* Turret

*Scale:* Speeder

*Skill:* Vehicle blasters

*Fire Control:* 4D (fired from cockpit)

*Atmosphere Range:* 1-50/100/250 m

*Damage:* 3D+2



# The Millennium Falcon

1. Boarding Ramp
2. Starboard-side Docking Ring
3. Main Corridor
4. Quad-laser Access Tube
5. Cockpit Access Corridor
6. Cockpit
7. Main Hold
8. Circuitry Bay
9. Forward Hold
10. Freight Loading Room
11. Number Two Hold
12. Port-side Docking Ring
13. Port-side Corridor
14. Crew Quarters
15. Engineering Bay
16. Number Three Hold

KEY



## Mist Hunter



**Craft:** Modified Byblos G-1A Starfighter  
**Owner:** Zuckuss (gand bounty-hunter)  
**Era:** Rebellion  
**Type:** Modified fighter  
**Scale:** Starfighter  
**Length:** 15 meters  
**Skill:** Starfighter piloting: G-1A  
**Crew:** 1 or 2  
**Crew Skill:** Unique  
**Passengers:** 8 (in concealed compartment)  
**Cargo Capacity:** 1 metric ton  
**Consumables:** 1 month  
**Cost:** Not available for sale (307,500 estimated)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 1D+1  
**Space:** 7  
**Atmosphere:** 350; 1,000 km/h  
**Hull:** 4D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 75/2D  
*Focus:* 4/4D+1  
**Weapons:**  
**2 Assault Lasers** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 8D  
**Tractor Beam**  
*Fire Arc:* Turret  
*Scale:* Capital  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 4D

## Nikto Kajidic

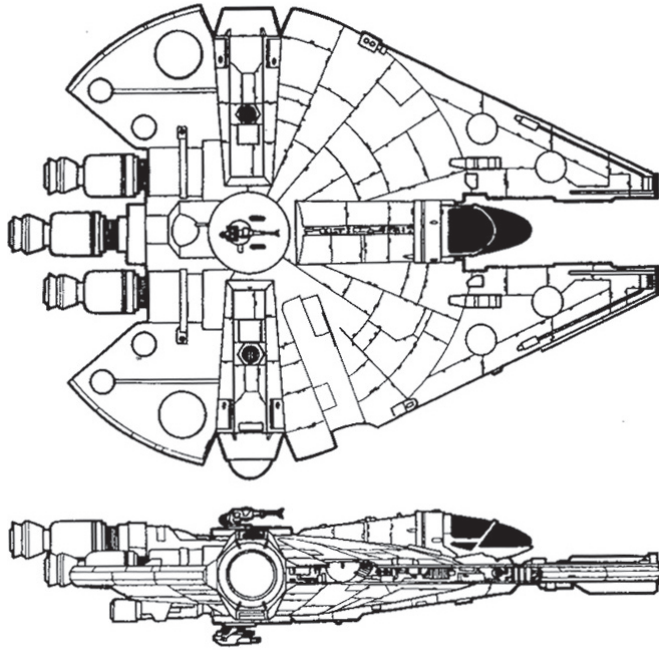
**Craft:** Modified Rendili StarDrive's Imperial Customs Frigate  
**Owner:** Ga'p'tashi (kajain'sa'nikto syndicate privateer)  
**Stock:** Page 140  
**Era:** Rebellion  
**Source:** Pirates & Privateers (page 97)  
**Type:** Imperial customs vessel  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space transports: Imperial customs frigate  
**Crew:** 6, gunners: 6, skeleton: 3/+10  
**Crew Skill:** Varies, generally 4D  
**Passengers:** 10  
**Cargo Capacity:** 100 metric tons  
**Consumables:** 3 months  
**Cost:** Whatever the black market can bear  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 5  
**Atmosphere:** 295; 850 km/h  
**Hull:** 3D+1  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 90/4D  
*Focus:* 4/4D+1  
**Weapons:**  
**4 Heavy Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.3/2.5 km  
*Damage:* 5D  
**Heavy Ion Cannon**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/10/20  
*Atmosphere Range:* 100-300/1/2 km  
*Damage:* 5D  
**Tractor Beam Projector**  
*Fire Arc:* Front  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 4D

## Oo-Ta Goo-Ta

**Craft:** Modified Corellian YT-1300 Light Freighter  
**Owner:** Chordak (rodian pirate)  
**Stock:** Pages 92-93  
**Era:** Rebellion  
**Source:** Galaxy Guide 6: Tramp Freighters (pages 84-85)



## Outrider



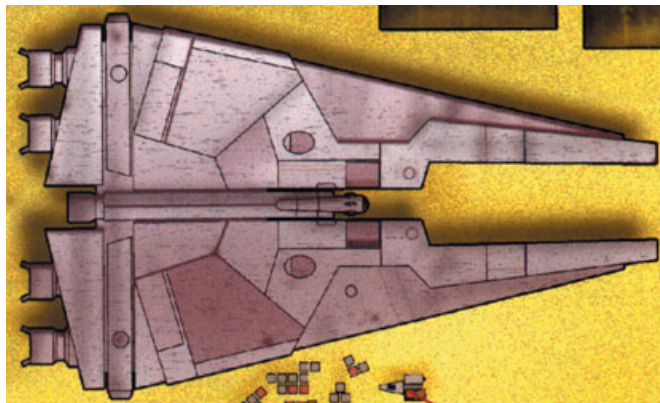
**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 26.7 meters  
**Skill:** Space transports: YT-1300  
**Crew:** 1  
**Crew Skill:** Space transports 4D, starship gunnery 3D+2, starship shields 3D+1, astrogation 3D  
**Passengers:** 1  
**Cargo Capacity:** 50 metric tons  
**Consumables:** 3 weeks  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1/2  
**Hyperdrive Backup:** x5  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 8  
**Atmosphere:** 295; 850 km/h  
**Hull:** 4D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 30/2D  
*Search:* 45/3D  
*Focus:* 3/4D  
**Weapons:**  
**2 Modified Laser Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 2D  
**Blaster Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 4D

**Craft:** Modified Corellian YT-2400 Transport  
**Owner:** Dash Rendar  
**Stock:** Page 97  
**Era:** Rebellion  
**Source:** The Essential Guide to Vehicles and Vessels (pages 32-33)  
**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 21 meters  
**Skill:** Space transports: YT-2400  
**Crew:** 2, gunners: 2, skeleton: 1/+10  
**Crew Skill:** Varies widely  
**Passengers:** 4  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 2 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3/4  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365, 1,050 km/h  
**Hull:** 5D  
**Shields:** 3D+2  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 75/3D  
*Focus:* 4/4D  
*Sensor Stealth System:* +1D+2 to avoid detection by sensors at ranges of more than 50 units.  
**Weapons:**  
**2 Heavy Double Laser Cannons**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D (0D if fired from the cockpit)  
*Space Range:* 1-10/20/30  
*Atmosphere Range:* 100-1/2/3 km  
*Damage:* 6D  
**2 Concussion Missile Tubes**  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Ammo:* 3 missiles each  
*Fire Control:* 3D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 50-100/300/700 km  
*Damage:* 9D

## Pirate Corvette

**Craft:** Modified Rendili StarDrive's Light Corvette  
**Owner:** Vangar (barabel pirate lord)  
**Stock:** Page 146  
**Era:** Rebellion  
**Source:** Core Rulebook (page 181)  
**Type:** Modified Imperial Customs vessel  
**Scale:** Starfighter  
**Length:** 180 meters  
**Skill:** Space transports: light corvette  
**Crew:** 52, gunners: 6, skeleton: 18/+10





**Crew Skill:** Space transports 5D+2, starship gunnery 4D, starship shields 4D

**Passengers:** 20

**Cargo Capacity:** 500 metric tons

**Consumables:** 2 months

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D+2

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 5D+1

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 90/4D

*Focus:* 4/4D+1

**Weapons:**

**4 Double Turbolaser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 300-1.5/3.5/7.5 km

*Damage:* 4D

**Tractor Beam Projectors**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-8/15/20

*Atmosphere Range:* 100-800/1.5/2 km

*Damage:* 5D

## Pulsar Skate

**Craft:** Modified *Baudo*-class Star Yacht

**Owner:** Mirax Terrik (smuggler)

**Stock:** Pages 59-60

**Era:** Rebellion

**Type:** Medium freighter

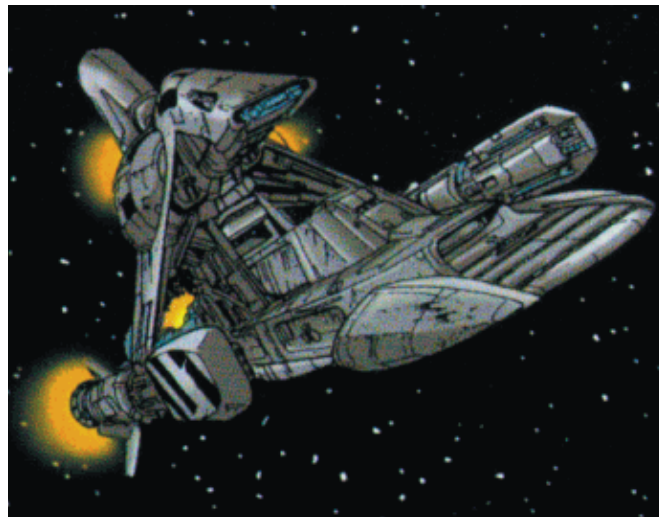
**Scale:** Starfighter

**Length:** 32 meters

**Skill:** Space transports: *Baudo*-class star yacht

**Crew:** 1

**Crew Skill:** Astrogation 5D, communication 4D+1, sensors 4D+1, space transports: *Pulsar Skate* 5D+2,



starship shields 4D

**Passengers:** 4

**Cargo Capacity:** 75 metric tons

**Consumables:** 1 month

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x7

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 10

**Atmosphere:** 415/1200 km/h

**Hull:** 2D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Laser Cannon**

*Fire Arc:* Turret

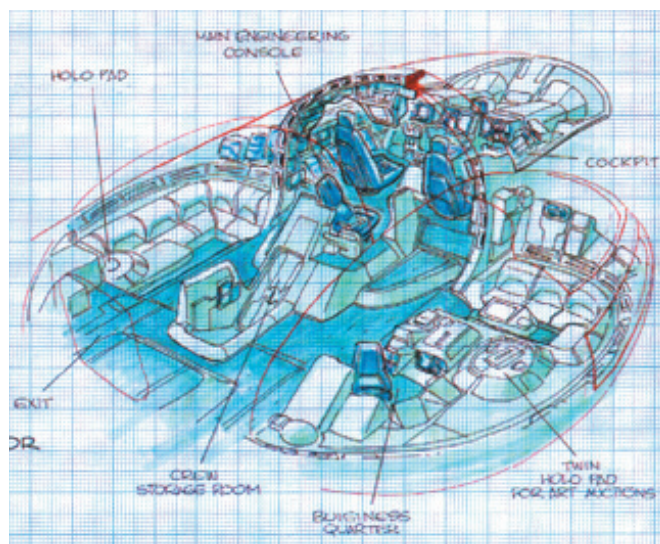
*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmospheric Range:* 100-300/1.2/2.5 km

*Damage:* 3D



## Punishing One



**Craft:** Modified Corellian Engineering JumpMaster 5000

**Owner:** Dengar (bounty-hunter)

**Era:** Rebellion

**Type:** Scout Ship

**Scale:** Starfighter

**Length:** 20 meters

**Skill:** Starfighter piloting: JumpMaster 5000

**Crew:** 1

**Crew Skill:** Starship gunnery 5D

**Passengers:** 1

**Cargo Capacity:** 500 kilograms

**Consumables:** 2 months

**Cost:** Not for sale (416,500 estimated)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 4D

**Shields:** 5D

**Sensors:**

*Passive:* 20/0D

*Scan:* 40/1D

*Search:* 60/2D

*Focus:* 3/4D

**Weapons:**

**Ion Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 4D

**Quad Laser Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

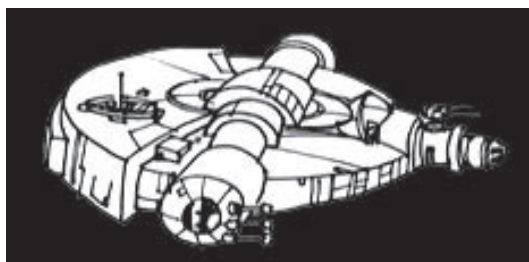
*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 6D

**Notes:** The *Punishing One's* Quad Laser Cannon is controlled by an R2 Unit with a *Starship Gunnery* score of 4D.

## Rabbit's Foot



**Craft:** Modified WUD-500 Star Yacht

**Owner:** Jaxxon (lepi smuggler)

**Era:** Rise of the Empire

**Type:** Star yacht

**Scale:** Starfighters

**Length:** 18.5 meters

**Skill:** Space transports: WUD-500

**Crew:** 1 pilot, 1 gunner

**Crew Skill:** Astrogation 7D+2, space transports 6D+2, starship gunnery 6D+2, starship shields 6D+1

**Passengers:** 7

**Cargo Capacity:** 3 metric tons

**Consumables:** 4 months

**Cost:** Not for sale (90,000)

**Hyperdrive Multiplier:** x.5

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 3D+2

**Shields:** 2D

**Sensors:**

*Passive:* 30/1D

*Scan:* 60/2D

*Search:* 75/3D

*Focus:* 4/4D

**Weapons:**

**2 Quad Laser Cannons** (fire separately)

*Fire Arc:* 1 left, 1 right

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 6D

**Dual Ion Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/7/36

*Atmosphere Range:* 100-300/700/3.6 km

*Damage:* 4D

## Reclaimer

**Craft:** Customized Space Vehicle

**Owner:** Belinda Vog (salvage chief)

**Era:** Rise of the Empire

**Source:** Classic Adventures: Volume Two (page 34)

**Scale:** Starfighter

**Length:** 22.5 meters

**Skill:** Space transports





**Crew:** 2 (can coordinate)  
**Crew Skill:** Astrogation 4D+1, space transports 5D+1, starship gunnery 4D+2  
**Passengers:** 4  
**Cargo Capacity:** 75 metric tons  
**Consumables:** 1 month  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Space:** 3  
**Atmosphere:** 260; 750 km/h  
**Hull:** 6D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**Heavy Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1 (can be fired by pilot)  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

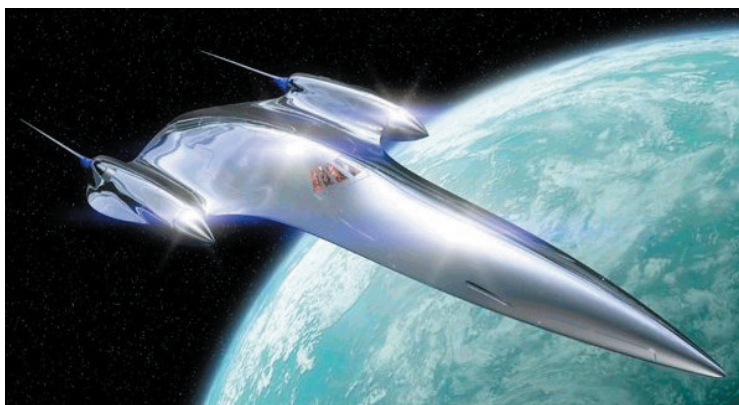
## Riff-Raff

**Craft:** Modified Corellian Space Gymsnor-3 Freighter  
**Owner:** Korkeal Hai (tramp freighter captain)  
**Stock:** Pages 81-82  
**Era:** Rebellion  
**Source:** Galaxy Guide 6: Tramp Freighters (page 86)  
**Type:** Modified light freighter  
**Scale:** Starfighter  
**Length:** 34.1 meters  
**Skill:** Space transports: Gymsnor-3  
**Crew:** 1  
**Crew Skill:** Space transports 5D, starships gunnery 4D, starship shields 4D, astrogation 3D+2  
**Passengers:** 4  
**Cargo Capacity:** 75 metric tons (10 metric tons are full with junk, scrap parts and various other unidentifiable pieces of mechanical debris)  
**Consumables:** 1 month  
**Cost:** Not available for sale  
**Hyperdrive Multiplier:** x1  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 4

**Atmosphere:** 480; 800 km/h  
**Hull:** 6D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 30/1D  
*Search:* 45/2D  
*Focus:* 3/3D  
**Weapons:**  
**Heavy Laser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1 / 1.7 km  
*Damage:* 5D

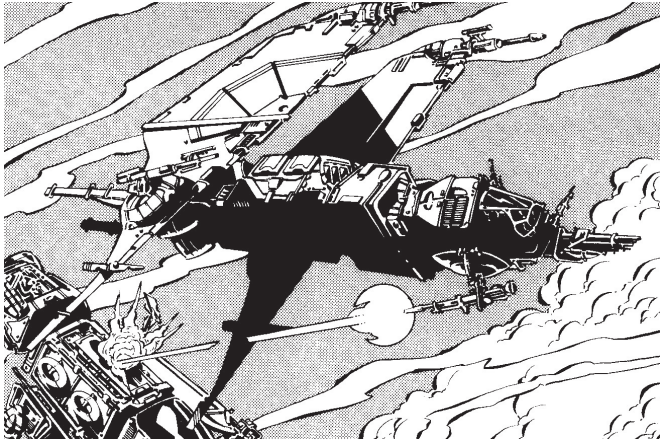
## Royal Starship

**Craft:** Theed Palace Space Vessel Engineering Corps J-type Royal Starship  
**Owner:** Queen Amidala  
**Era:** Old Republic  
**Source:** Secrets of Naboo (page 39), Starships of the Galaxy (pages 83-84)  
**Type:** Royal starship  
**Scale:** Starfighter  
**Length:** 76 meters  
**Skill:** Space transports: J-type royal starship  
**Crew:** 1 pilot, 1 navigator/shield operator, 1 communications/security officer, 1 engineer, and 8 astromech droids  
**Crew Skill:** Varies, usually 4D in all applicable skills  
**Passengers:** 10  
**Cargo Capacity:** 4 metric tons  
**Consumables:** 3 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x.5  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 6D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 60/2D  
*Search:* 75/3D  
*Focus:* 4/4D





## Scent of Fear

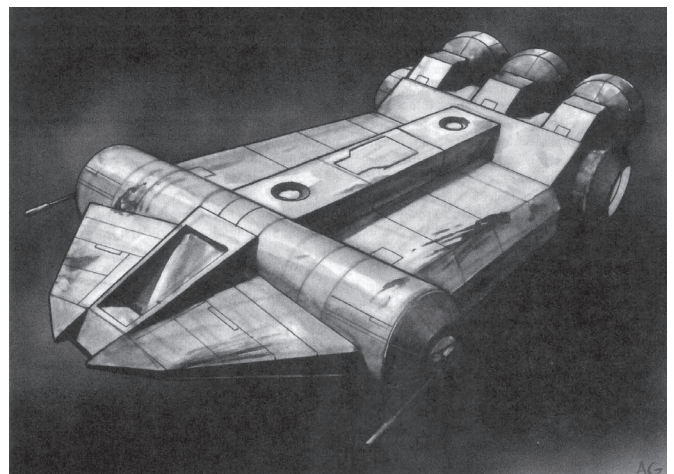


**Craft:** Modified Talaron Prey Chaser  
**Owner:** Crutag (bounty-hunter)  
**Era:** Rise of the Empire  
**Source:** Classic Adventures: Volume Two (page 74)  
**Type:** Modified prey chaser  
**Scale:** Starfighter  
**Length:** 40 meters  
**Skill:** Space transports: Talaron prey chaser  
**Crew:** 1  
**Crew Skill:** All skills 2D  
**Passengers:** 25  
**Cargo Capacity:** 30 metric tons  
**Consumables:** 4 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 5D  
**Shields:** 4D  
**Sensors:**  
*Passive:* 35/0D  
*Scan:* 60/1D  
*Search:* 100/2D  
*Focus:* 3/2D+1  
**Weapons:**  
**2 Laser Cannons** (fire sperately)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D

## Shadowfire

**Craft:** Heavily Modified Suwantek Systems TL-1200 Freighter  
**Owner:** Derrend Montis (explorer)  
**Era:** Rise of the Empire  
**Source:** Tempest Feud (pages 123-124)  
**Type:** Heavily modified freighter  
**Scale:** Starfighter

**Length:** 52 meters  
**Skill:** Space transports: TL-1200 freighter  
**Crew:** 4, gunners: 2, skeleton: 1/+5  
**Passengers:** 16  
**Cargo Capacity:** 150 metric tons  
**Consumables:** 3 months  
**Cost:** Not for sale (estimated 1,428,000)  
**Hyperdrive Multiplier:** x1.5  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 5D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**2 Quad Laser Cannons** (fire separately)  
*Fire Arc:* Turret  
*Crew:* 1 (can be fired from cockpit at 2D Fire Control)  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**2 Retractable Ion Cannons** (fire-linked)  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 1-300/700/3.6 km  
*Damage:* 5D  
**2 Concussion Missile Launchers**  
*Fire Arc:* 1front, 1 rear  
*Skill:* Starship gunnery  
*Ammo:* 8 missiles each  
*Fire Control:* 2D  
*Space Range:* 1/3/7  
*Atmosphere Range:* 100/300/700 m  
*Damage:* 8D  
**Tractor Beam Projector**  
*Fire Arc:* Turret



Crew: 1

Skill: Starship gunnery

Fire Control: 2D

Space Range: 1-3/12/25

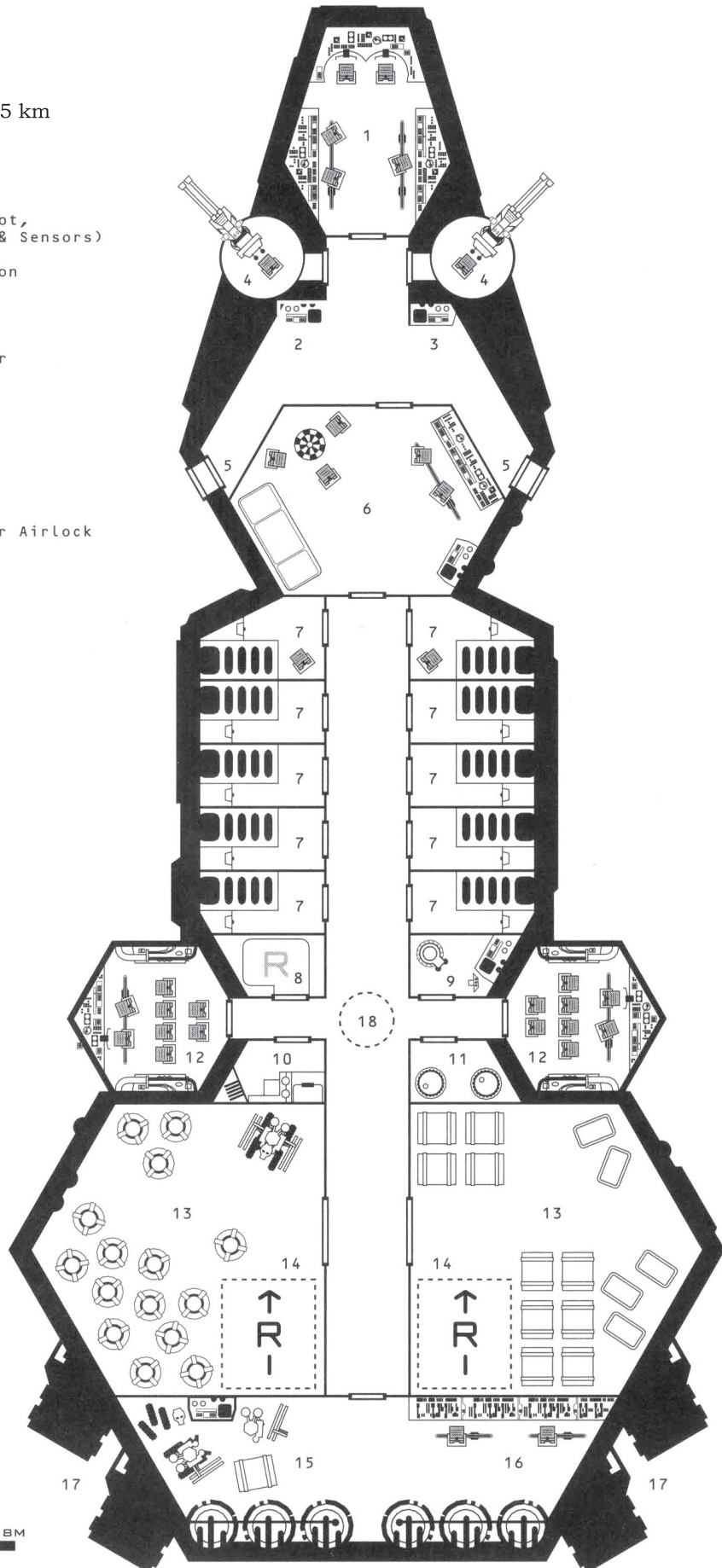
Atmosphere Range: 100-300/1.3/2.5 km

Damage: 3D

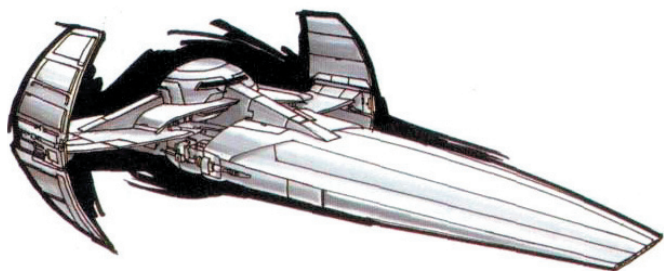
- 1> Cockpit (Pilot, Copilot, Astrogation, Shields & Sensors)
- 2> Life Support Station
- 3> Ship's Computer Station
- 4> Laser Cannon Gunwells
- 5> Landing Ramps
- 6> Crew Lounge
- 7> Crew Cabins
- 8> Refresher/Sonic Shower
- 9> Medical Bay
- 10> Galley
- 11> Storage
- 12> Escape Pods
- 13> Cargo Bays
- 14> Cargo Elevators
- 15> Machine Shop
- 16> Engineering
- 17> Engines
- 18> Access Ladder to Upper Airlock

-  Chair
-  Computer/Ship Com
-  Refresher
-  Holochess Board
-  Retractable Landing Ramp
-  Bed
-  Cargo Pod
-  Cargo Crate
-  Secure Cargo Container
-  Med Monitor
-  Bacta Tank
-  Couch
-  Cabinet
-  Door

0 2M 4M 6M 8M



## Sith Infiltrator



**Craft:** Heavily modified Republic Sienar Systems Star Courier

**Owner:** Darth Maul (sith lord)

**Era:** Old Republic

**Source:** The Dark Side Sourcebook (pages 62-63)

**Type:** Sith infiltrator

**Scale:** Starfighter

**Length:** 26.5 meters

**Skill:** Space transports: Star courier

**Crew:** 1

**Crew Skill:** Astrogation 4D+2, communications 6D+2, sensors 4D+2, space transports: Sith Infiltrator 6D, starship gunnery 5D, starship shields 5D

**Passengers:** 6

**Cargo Capacity:** 2.5 metric tons

**Consumables:** 30 days

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1.5

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 8

**Atmosphere:** 365; 1,050 km/h

**Hull:** 3D

**Shields:** 2D

**Sensors:**

*Passive:* 25/2D+1

*Scan:* 40/3D+1

*Search:* 60/4D+1

*Focus:* 4/5D

**Weapons:**

**6 Light Laser Cannons** (fire-linked)

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/25 km

*Damage:* 7D

**Note:** Darth Maul's *Infiltrator* is equipped with a stygium crystal cloaking device. This device bestows a 3D+1 penalty to any Sensors rolls made to detect it. This penalty also reduces bonuses granted by Fire Control systems to a minimum of 0D, and the difficulty to hit the *Infiltrator* is increased as if it were under ½ cover (SWD6, page 93) due to the *Infiltrator*'s indistinct lines.

## Slave I

**Craft:** Modified Kuat Systems Engin. *Firespray*-class

**Owner:** Boba Fett (bounty-hunter)

**Stock:** Pages 138-139

**Era:** Rise of the Empire

**Source:** Starships of the Galaxy (page 81), The Essential Guide to Vehicles and Vessels (pages 144-145)

**Type:** Modified sublight patrol and attack craft

**Scale:** Starfighter

**Length:** 21.5 meters

**Skill:** Space transport: Firespray

**Crew:** 1

**Crew Skill:** Astrogation 6D+1, space transports 7D, starship gunnery 8D, starship shields 6D

**Passengers:** 6 (prisoners)

**Cargo Capacity:** 40 metric tons

**Consumables:** 1 month

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 4D+2

**Shields:** 2D+2

**Weapons:**

**2 Twin-Mounted Blaster Cannons**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-7/20/30

*Atmosphere Range:* 100-700/2/3 km

*Damage:* 5D

**Concussion Missile Tube Launcher**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/5/7

*Atmosphere Range:* 100-300/500/700 m

*Damage:* 4D

**Ion Cannon**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/15

*Atmosphere Range:* 100-500/1/1.5 km

*Damage:* 5D+2

**Tractor Beam Projector**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-8/15/20

*Atmosphere Range:* 100-800/1.5/2 km

*Damage:* 5D

**Two Proton Torpedo Launchers**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1-5/15/30

*Atmosphere Range:* 100-500/1.5/3 km

*Damage:* None; attaches homing beacon or S-thread tracker

**Sensor Mask:** Adds +2D to sensor difficulties to detect Slave I greater than 50 units away.

**Sensor Jamming:** When activated, adds +3D to difficulty to identify Slave I, but -2D+2 to difficulty to detect ship.



## Solar Flare

**Craft:** Modified Corellian Engineering Corporation Barloz-class medium freighter

**Owner:** Rebel Alliance

**Stock:** Page 63

**Era:** Rebellion

**Source:** Lords of the Expanse: Campaign Guide (pages 13-14)

**Type:** Modified medium freighter

**Scale:** Starfighter

**Length:** 41 meters

**Skill:** Space transports: Barloz-class freighter

**Crew:** 2, gunners: 2, skeleton: 1/+5

**Crew Skill:** Varies

**Passengers:** 6

**Cargo Capacity:** 100 metric tons

**Consumables:** 2 months

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x10

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D+1

**Shields:** 1D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 45/2D

*Focus:* 3/2D

*Counter Measures Package:* Adds +2D to the difficulty of other ships attempting to detect the *Solar Flare*.

**Weapons:**

**Quad Turbolaser**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D+1

*Space Range:* 1-3/15/30

*Atmosphere Range:* 100-300/1.5/3 km

*Damage:* 5D

**2 Double Laser Cannons**

*Fire Arc:* 1 front, 1 front right

*Skill:* Starship gunnery

*Fire Control:* 1D

*Space Range:* 1-3/10/20

*Atmosphere Range:* 100-300/1 /1.75 km

*Damage:* 3D

**2 Concussion Missile Launchers** (fire-linked)

*Fire Arc:* Front

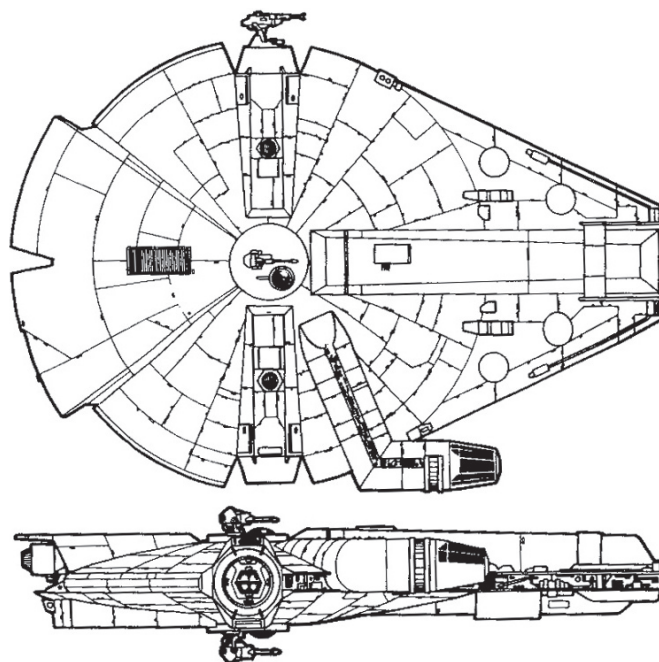
*Skill:* Starship gunnery

*Fire Control:* 1D+2

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 6D+1



**Source:** Galaxy Guide 6: Tramp Freighters (page 88)

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 30.6 meters

**Skill:** Space transports: YT-1300

**Crew:** 2, gunners: 2, skeleton: 1/+5

**Crew Skill:** Space transports 6D+1, starship gunnery 5D, starship shields 4D+2, astrogation 5D+2

**Passengers:** 6

**Cargo Capacity:** 150 metric tons

**Consumables:** 3 months

**Cost:** Not available for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x7

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 4

**Atmosphere:** 480; 800 km/h

**Hull:** 6D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Laser Cannons** (fire separately)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 2D

**Heavy Blaster Cannon**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 5D

## Solar Flare

**Craft:** Modified Corellian YT-1300 Light Freighter

**Owner:** Trynic (devaronian tramp freighter captain)

**Stock:** Pages 92-93

**Era:** Rise of the Empire

## Starlight Intruder

**Craft:** Custom Mobquet Medium Cargo Hauler  
**Owner:** Salla Zend (smuggler)  
**Stock:** Page 116  
**Era:** Rebellion  
**Source:** Dark Empire Sourcebook (pages 102-103), The Essential Guide to Vehicles and Vessels (pages 158-159)  
**Type:** Modified medium transport  
**Scale:** Starfighter  
**Length:** 79.3 meters  
**Skill:** Space transports: Mobquet medium transport  
**Crew:** 2 (1 can coordinate), gunners: 2, skeleton: 1/+10  
**Crew Skill:** Salla Zend: astrogation 8D, space transports 8D+1, starship gunnery 8D, starship shields 7D; Shug Ninx: astrogation 6D+2, space transports 7D+1, starship gunnery 7D, starship shields 6D+2  
**Passengers:** 8  
**Cargo Capacity:** 700 metric tons  
**Consumables:** 2 months  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3/4  
**Hyperdrive Backup:** x11  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 8D  
**Shields:** 4D+1  
**Sensors:**  
*Passive:* 30/1D  
*Scan:* 80/2D  
*Search:* 120/3D  
*Focus:* 4/4D  
**Weapons:**  
**2 Medium Turbolasers**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Stinger

**Craft:** Modified Surronian *Conqueror*-class Assault Ship  
**Owner:** Guri (black sun android)  
**Stock:** Pages 147-148  
**Era:** Rebellion  
**Source:** The Essential Guide to Vehicles and Vessels (pages 58-59)  
**Type:** Modified assault ship  
**Scale:** Starfighter  
**Length:** 28 meters  
**Skill:** Space transports: Conqueror  
**Crew:** 1, gunners: 1  
**Crew Skill:** Astrogation 4D, space transports 5D, starship gunnery 4D, starship shields 4D  
**Passengers:** 2  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 1 month

**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 9  
**Atmosphere:** 400; 1,150 km/h  
**Hull:** 4D  
**Shields:** 2D  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 5/4D  
**Weapons:**  
**2 Ion Cannons** (fire-linked)  
*Fire Arc:* Front  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/7/36  
*Atmosphere Range:* 100-300/700/3.6 km  
*Damage:* 4D  
**Double Laser Cannon**  
*Fire Arc:* Turret  
*Crew:* 1  
*Skill:* Starship gunnery  
*Fire Control:* 2D (0D if fired from cockpit)  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 5D

## Sudden Death

**Craft:** Modified Sydon Vehicle Works MRX-BR Pacifier scout ship  
**Owner:** Iceman (bounty-hunter)  
**Stock:** Page 138  
**Era:** Rebellion  
**Source:** Galaxy Guide 6: Tramp Freighters (page 78)  
**Type:** Modified scout ship  
**Scale:** Starfighter  
**Length:** 25 meters  
**Skill:** Space transports: MRX-BR Pacifier  
**Crew:** 1  
**Crew Skill:** Space transports 6D+2, astrogation 5D, starship gunnery 6D+1, starship shields 6D  
**Passengers:** 1, 8 (prisoners' brig)  
**Cargo Capacity:** 25 metric tons  
**Consumables:** 1 year  
**Cost:** Not available for sale  
**Nav Computer:** Yes  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 3D  
**Space:** 7  
**Atmosphere:** 600; 1,200 km/h  
**Hull:** 6D  
**Shields:** 4D  
**Sensors:**  
*Passive:* 15/1D  
*Scan:* 30/2D  
*Search:* 45/3D  
*Focus:* 3 /4D

**Weapons:**

**3 Laser Cannons**

*Fire Arc:* Turret

*Skill:* Starship gunnery

*Fire Control:* 3D+2

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 3D

**3 Proton Torpedo Launchers**

*Fire Arc:* Front

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 9D

## Suprosa

**Craft:** Modified Corellian CE-2 Transport

**Owner:** Black Sun

**Stock:** Page 118

**Era:** Rebellion

**Type:** Modified light freighter

**Scale:** Starfighter

**Length:** 100 meters

**Skill:** Space Transports: CE-2 transport

**Crew:** 2, gunners: 2

**Crew Skill:** Astrogation 5D, space transports 5D+2, starship gunnery 6D+2, starship shields 4D

**Passengers:** 2

**Cargo Capacity:** 50,000 metric tons

**Consumables:** 2 months

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 4

**Atmosphere:** 280; 800 km/h

**Hull:** 5D

**Shields:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Double Laser Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 5D

**2 Concussion Missile Launchers** (may be fire-linked)

*Fire Arc:* Turret

*Crew:* 1 (co-pilot)

*Skill:* Starship gunnery

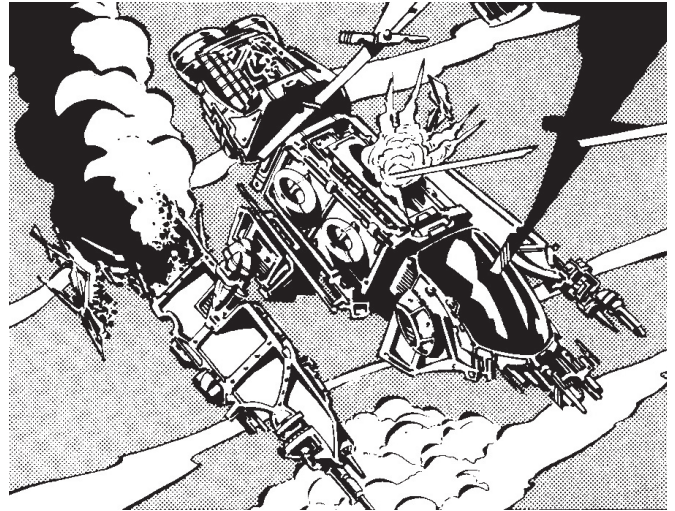
*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 8D (9D if fire-linked)

## Tallus' Rustbucket



**Craft:** Modified (and very dilapidated) Ghtroc Freighter

**Owner:** Kwenn Space Station

**Era:** Rise of the Empire

**Source:** Classic Adventures: Volume Two (page 74)

**Type:** Modified freighter

**Scale:** Starfighter

**Length:** 35 meters

**Skill:** Space transports

**Crew:** 1 to 2 (can coordinate)

**Passengers:** 6

**Cargo Capacity:** 100 metric tons

**Consumables:** 3 weeks

**Cost:** 15,000 (used)

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Space:** 4

**Atmosphere:** 480; 800 km/h

**Hull:** 2D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**2 Laser Cannons** (fire separately)

*Fire Arc:* Turret

*Crew:* 1

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 100-300/1.2/2.5 km

*Damage:* 4D

## Wild Karrde

**Craft:** Modified Corellian Action VI Transport

**Owner:** Talon Karrde (smuggler)

**Stock:** Pages 108-109

**Era:** Rebellion

**Source:** The Thrawn Trilogy Sourcebook (pages 231-232), The Essential Guide to Vehicles and Vessels (pages 190-191)



**Type:** Medium bulk freighter  
**Scale:** Capital  
**Length:** 125 meters  
**Skill:** Space transports: Action VI transport  
**Crew:** 2: 8  
**Crew Skill:** Talon Karrde: astrogation 7D+2, communications 6D+2, sensors 7D+2, space transports 8D+2, starship gunnery 5D+2, starship shields 6D; Mara Jade: astrogation 8D+2, communications 6D+2, sensors 5D+2, space transports 9D+2, starship gunnery 9D+2, starship shields 8D  
**Cargo Capacity:** 50,000 metric tons  
**Consumables:** 6 months  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 4D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 40/2D  
*Scan:* 80/2D+2  
*Search:* 75/3D  
*Focus:* 3/3D+1  
**3 turbolasers** (fire separately)  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 2D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 300-1.5/3.5/7.5 km  
*Damage:* 5D  
**Sensor Mask**  
*Fire Arc:* All  
*Skill:* Sensors  
*Damage:* Adds 4D+2 to difficulty to detect ship with sensors

## Wild Menagerie

**Craft:** Modified Corellian Engineering Corporation YT-1930  
**Owner:** Zan Ransom (bounty-hunter)  
**Stock:** Pages 94-95  
**Era:** Rebellion  
**Source:** Starships of the Galaxy Web Enhancement (page 3)  
**Type:** Modified freighter  
**Scale:** Starfighter  
**Length:** 35 meters  
**Skill:** Space Transports: YT-1930  
**Crew:** 1  
**Crew Skill:** Unique  
**Passengers:** 1 (plus containment space in the cargo bay)  
**Cargo Capacity:** 200 metric tons  
**Consumables:** 4 months  
**Cost:** 208,000 (new)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x12  
**Nav Computer:** Yes  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 5D  
**Shields:** 1D  
**Sensors:**  
*Passive:* 15/0D  
*Scan:* 35/1D+1  
*Search:* 50/2D  
*Focus:* 3/3D+1  
**Weapons:**  
**Quadlaser Cannon**  
*Fire Arc:* Turret  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 6D  
**Belly Gun** (retractable)  
*Fire Arc:* Turret  
*Skill:* Vehicle blasters  
*Scale:* Speeder  
*Fire Control:* 4D (fired from cockpit)  
*Atmosphere Range:* 1-50/100/250 m  
*Damage:* 3D+2 (stun)

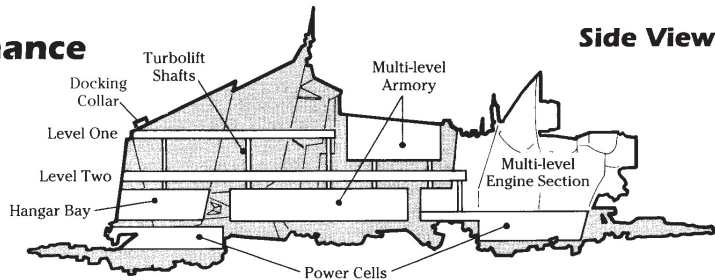
# Capital Ships

## Another Chance

**Craft:** Refitted Alderaanian War Frigate  
**Owner:** Alderaan Government  
**Era:** Rise of the Empire  
**Source:** Classic Adventures: Volume Two (page 58)  
**Type:** Armory ship  
**Scale:** Capital  
**Length:** 250 meters  
**Skill:** Capital ship piloting: Alderaanian war frigate  
**Crew:** 700 (droids)  
**Crew Skill:** Astrogation 3D, capital ship piloting 4D, capital ship shields 5D  
**Cargo Capacity:** 2,000 metric tons  
**Consumables:** 1 year  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D

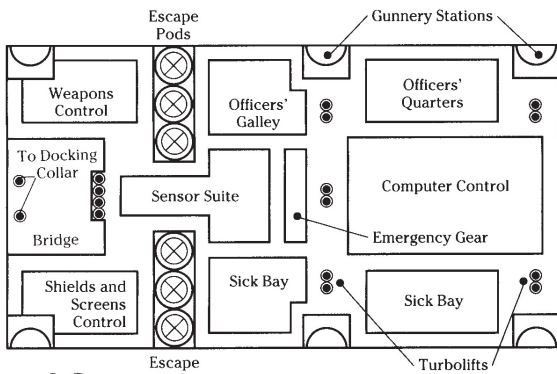


### Another Chance

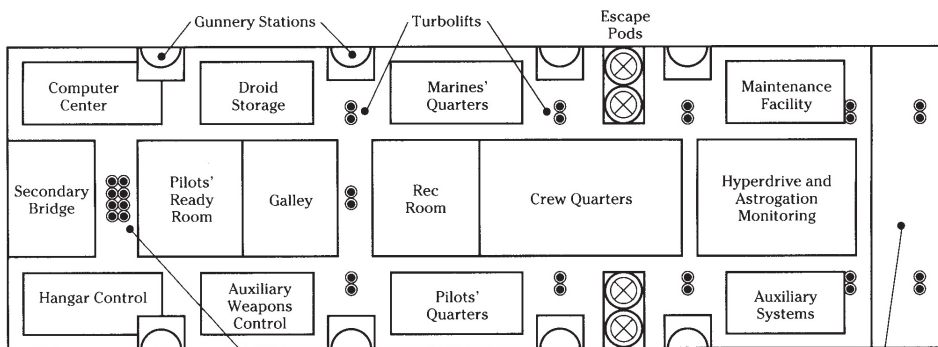


Side View

### Plan Views



Level One



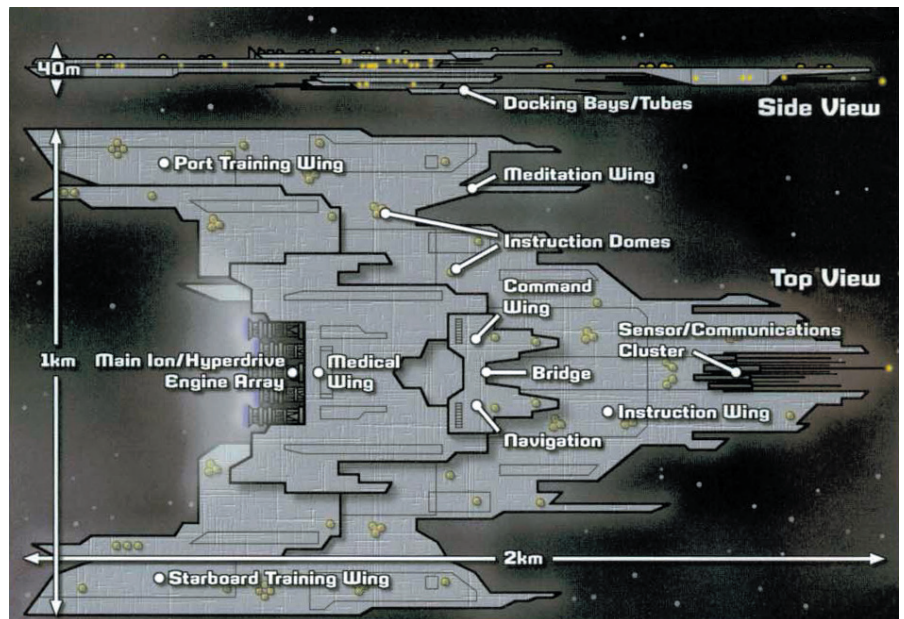
Level Two

**Space:** 8  
**Atmosphere:** 365; 1,050 km/h  
**Hull:** 6D  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 10/0D  
*Scan:* 25/1D  
*Search:* 40/2D  
*Focus:* 2/3D  
**Weapons:**  
**4 Medium Ion Cannons** (fire separately)  
*Fire Arc:* Front  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/25  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 4D  
**10 Quad Turbolaser Batteries** (fire separately)  
*Fire Arc:* 3 front, 3 left, 3 right, 1 back  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/10/17  
*Atmosphere Range:* 100-500/1/1.7 km  
*Damage:* 5D

## Backstab

**Craft:** Corellian Engineering Corporation Corvette  
**Owner:** Khuiumin Survivors (pirates)  
**Stock:** Pages 166-167  
**Era:** Rise of the Empire  
**Source:** Fragments from the Rim (page 60)  
**Type:** Modified mid-sized multi-purpose vessel  
**Scale:** Capital  
**Length:** 150 meters  
**Skill:** Capital ship piloting: Corellian Corvette  
**Crew:** 145, gunners: 19, skeleton: 25/+10  
**Crew Skill:** Astrogation 7D, capital ship gunnery 7D+2, capital ship piloting 6D, capital ship shields 5D, sensors 5D  
**Passengers:** 40, 20 (troops)  
**Cargo Capacity:** 2,500 metric tons  
**Consumables:** 1 year  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x2  
**Nav Computer:** Yes  
**Maneuverability:** 2D+2  
**Space:** 6  
**Atmosphere:** 330; 950 km/h  
**Hull:** 4D+2  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 40/1D  
*Scan:* 80/2D  
*Search:* 100/3D  
*Focus:* 5/4D  
**Weapons:**  
**8 Double Turbolaser Batteries**  
*Fire Arc:* 3 front, 2 left, 2 right, 1 back  
*Crew:* 2  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 3D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-3/7/15 km  
*Damage:* 4D+2  
**Ion Cannon**  
*Fire Arc:* Turret  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 3-10/25/30  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D

**Crew:** 4,000  
**Crew Skill:** 4D in all applicable skills  
**Passengers:** 10,000  
**Cargo Capacity:** 40,000 tons  
**Consumables:** 1 month  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes  
**Maneuverability:** 0D  
**Space:** 2  
**Hull:** 8D  
**Shields:** 3D  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/3D  
*Search:* 200/4D  
*Focus:* 6/4D+2  
**Weapons:**  
**8 Tractor Beam Projectors**  
*Fire Arc:* 4 front, 1 left, 1 right, 2 rear  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 7D



## Dark Revenge

**Craft:** Corellian Engineering Corporation Gunship  
**Owner:** Dharus (pirate leader)  
**Stock:** Pages 171-172  
**Era:** Rise of the Empire  
**Source:** Fragments from the Rim (page 65)  
**Type:** Modified mid-sized anti-starfighter warship  
**Scale:** Capital  
**Length:** 120 meters  
**Skill:** Capital ship piloting: Corellian Gunship  
**Crew:** 45, gunners: 46, skeleton: 8/+10  
**Crew Skill:** Astrogation 4D, capital ship gunnery 5D+2, capital ship piloting 4D+2, capital ship shields 4D+2, sensors 4D

## Chu'unthor

**Craft:** Chu'unthor  
**Owner:** Jedi Order  
**Era:** Old Republic  
**Source:** Power of the Jedi Sourcebook (pages 132-134), The Essential Guide to Vehicles and Vessels (pages 20-21)  
**Type:** Mobile Jedi Academy  
**Scale:** Capital  
**Length:** 2 kilometers  
**Skill:** Capital ship piloting: Chu'unthor



**Cargo Capacity:** 300 metric tons

**Consumables:** 5 months

**Cost:** Not for sale

**Hyperdrive Multiplier:** x1.5

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 2D+2

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 4D+2

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/1D+2

*Search:* 100/2D+2

*Focus:* 4/3D+1

**Weapons:**

**8 Double Turbolaser Batteries**

*Fire Arc:* 2 front, 3 left, 3 right

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 600-3/7/15 km

*Damage:* 4D+2

**6 Quad Laser Cannons**

*Fire Arc:* 3 left, 3 right

*Crew:* 3

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 3D

*Space Range:* 1-5/10/17

*Atmosphere Range:* 100-500/1/1.7 km

*Damage:* 5D

**4 Concussion Missile Tubes**

*Fire Arc:* 2 front, 2 back

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 2-12/30/60

*Atmosphere Range:* 200-1.2/3/6 km

*Damage:* 9D

## Dead Reckoning

**Craft:** Modified Corellian Space Cruiser

**Owner:** Rif Taranu (smuggler)

**Stock:** Pages 153-154

**Era:** Rebellion

**Source:** Starships of the Galaxy (page 92)

**Type:** Modified transport

**Scale:** Capital

**Length:** 115 meters

**Skill:** Capital ship piloting: Corellian space cruiser

**Crew:** 6

**Crew Skill:** Typically 6D in applicable skills

**Passengers:** 8

**Cargo Capacity:** 1,500 metric tons

**Consumables:** 6 months

**Cost:** Not available for sale (1,673,000 estimated)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D+2

**Shields:** 2D+2

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 100/3D

*Focus:* 5/4D

**Weapons:**

**2 Double Turbolaser Cannons**

*Fire Arc:* Partial turrets (front, left, right)

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D+2

**2 Small Concussion Missile Launchers**

*Fire Arc:* Front

*Scale:* Starfighter

*Skill:* Starship gunnery

*Ammo:* 8 missiles each

*Fire Control:* 2D

*Space Range:* 1/3/7

*Atmosphere Range:* 50-100/300/700 m

*Damage:* 8D

## Emancipator & Liberator

**Craft:** Kuat Drive Yards' Imperial I Star Destroyer

**Owner:** New Republic

**Stock:** Pages 186-187

**Era:** New Republic

**Source:** Dark Empire Sourcebook (pages 98-100)

**Type:** Modified star destroyer

**Scale:** Capital

**Length:** 1,600 meters

**Skill:** Capital ship piloting: Star Destroyer

**Crew:** 28,115, gunners: 168, skeleton: 2,300/+15

**Crew Skill:** Astrogation 4D+1, capital ship gunnery 5D+2, capital ship piloting 5D+2, capital ship shields 4D+1, sensors 5D

**Passengers:** 8,500 (troops)

**Cargo Capacity:** 36,000 metric tons

**Consumables:** 1 year

**Hyperdrive Multiplier:** x1 1/2

**Hyperdrive Backup:** x8

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Hull:** 7D

**Shields:** 3D

**Sensors:**

*Passive:* 60/1D

*Scan:* 115/3D

*Search:* 200/4D

*Focus:* 7/5D

**Weapons:**

**60 Turbolaser Batteries**

*Fire Arc:* 20 front, 20 left, 20 right

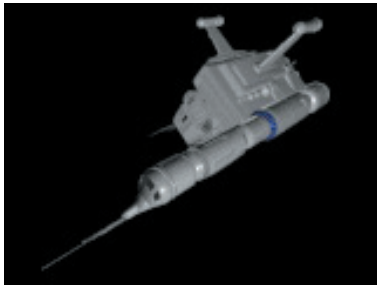
*Crew:* 1 (40), 2 (20)

*Skill:* Capital ship gunnery

*Fire Control:* 4D

*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**60 Ion Cannons**  
*Fire Arc:* 20 front, 15 left, 15 right, 10 back  
*Crew:* 1 (50), 2 (10)  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/30/60 km  
*Damage:* 3D  
**6 Proton Torpedo Launchers**  
*Fire Arc:* Front  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D+2  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 200-1.2/3/6 km  
*Damage:* 6D+1

## Enforcer One



**Craft:** Core Galaxy Systems Dreadnaught  
**Owner:** Bogga the Hutt (crimelord)  
**Era:** Old Republic  
**Source:** Tales of the Jedi Companion (page 114), The Essential Guide to Vehicles and Vessels (pages 48-49)  
**Type:** Modified Dreadnaught  
**Scale:** Capital  
**Length:** 900 meters  
**Skill:** Capital ship piloting: dreadnaught  
**Crew:** 45, gunners: 20, skeleton: 25/+15  
**Crew Skill:** Astrogation 3D, capital ship gunnery 4D+1, capital ship piloting 4D, capital ship shields 4D, sensors 2D+2  
**Passengers:** 50  
**Cargo Capacity:** 3,000 metric tons  
**Consumables:** 2 weeks  
**Cost:** 900,000 (new), 500,000 (used)  
**Hyperdrive Multiplier:** x10  
**Hyperdrive Backup:** x22  
**Maneuverability:** 1D  
**Space:** 4  
**Atmosphere:** 275; 800 km/h  
**Hull:** 5D  
**Shields:** 3D; 4D  
**Sensors:**  
*Passive:* 20/1D  
*Scan:* 45/2D  
**Weapons:**  
**Heavy Turbolaser**  
*Fire Arc:* Front  
*Crew:* 3

*Skill:* Capital ship gunnery  
*Fire Control:* 1D+2  
*Space Range:* 1-8/15/30  
*Atmosphere Range:* 100-300/1.2/2.5 km  
*Damage:* 9D  
**16 Laser Cannons**  
*Fire Arc:* 4 front, 4 back, 4 left, 4 right  
*Crew:* 1  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 2D+2  
*Space Range:* 1-3/7/10  
*Atmosphere Range:* 50-100/250/400 m  
*Damage:* 2D+1  
**4 Tractor Beam Projectors**  
*Fire Arc:* 1 front, 1 back, 1 left, 1 right  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 1-3/12/20  
*Atmosphere Range:* 2-6/15/40 km  
*Damage:* 4D+2

## Errant Venture

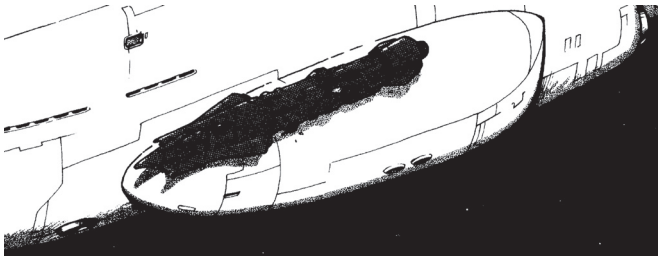
**Craft:** Heavily modified Kuat Drive Yards *Imperial II* Star Destroyer  
**Owner:** Booster Terrik (smuggler)  
**Stock:** Page 188  
**Era:** New Republic  
**Source:** The New Jedi Order Sourcebook (page 117)  
**Type:** Star Destroyer  
**Scale:** Capital  
**Length:** 1,600 meters  
**Skill:** Capital ship piloting: Star Destroyer  
**Crew:** 4,780  
**Crew Skill:** All appropriate skills at 4D  
**Passengers:** 30,000  
**Cargo Capacity:** 49,000 metric tons  
**Consumables:** 5 years  
**Cost:** Not for sale (estimated value is 145 million credits)  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x8  
**Nav Computer:** Yes  
**Maneuverability:** 1D  
**Space:** 6  
**Hull:** 7D+1  
**Shields:** 2D+2  
**Sensors:**  
*Passive:* 50/1D  
*Scan:* 100/3D  
*Search:* 200/4D  
*Focus:* 6/4D+2  
**Weapons:**  
**10 Turbolasers**  
*Fire Arc:* 4 right, 4 left, 2 front  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 3-15/36/75  
*Atmosphere Range:* 6-30/72/150 km  
*Damage:* 5D  
**10 Ion Cannons**  
*Fire Arc:* 4 right, 4 left, 2 front

*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 4D

**2 Tractor Beams**

*Fire Arc:* Front  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 6D

## Eye of Shiblizar



**Craft:** Modified *Ulig Abaha Dimel* attack ship  
**Owner:** Magg and Zlarb's slavery ring  
**Era:** Rise of the Empire  
**Source:** Han Solo and the Corporate Sector Sourcebook (pages 98-99)  
**Type:** Antiquated attack ship  
**Scale:** Capital  
**Length:** 95 meters  
**Skill:** Archaic starship piloting  
**Crew:** 23, gunners: 43, skeleton: 16/+20  
**Crew Skill:** Archaic starship piloting 3D+1, astrogation 4D, capital ship gunnery 3D+2, starship gunnery 4D  
**Passengers:** 34 (troops)  
**Cargo Capacity:** 600 tons (660 tons when pinnaces are mounted externally)  
**Consumables:** 3 weeks  
**Cost:** 450,000 (after refitting)  
**Hyperdrive Multiplier:** x2  
**Hyperdrive Backup:** x16  
**Nav Computer:** Limited to five jumps  
**Maneuverability:** 1D  
**Space:** 5  
**Atmosphere:** 260; 750 km/h  
**Hull:** 2D+1  
**Shields:** 2D  
**Sensors:**  
*Passive:* 12/0D  
*Scan:* 25/1D  
*Search:* 50/1D+2  
*Focus:* 5/2D+1  
**Weapons:**  
**10 Double Laser Cannons**  
*Fire Arc:* 4 front, 2 rear, 2 left, 2 right  
*Crew:* 3  
*Scale:* Starfighter  
*Skill:* Starship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-10/15/30

*Atmosphere Range:* 150-500/750/1.5 km  
*Damage:* 5D+2

**Ion Cannon**

*Fire Arc:* Turret  
*Crew:* 7  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 50-100/125/250 m  
*Damage:* 3D

**Tractor Beam Projector**

*Fire Arc:* Front  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 100-500/1.5/3 km  
*Damage:* 5D

## Fa-Loh-Sui

**Craft:** Corellian Engineering Corporation Corvette  
**Owner:** Abin-Ral-Xufush (tiss'shar pirate)  
**Stock:** Pages 166-167

**Era:** Rebellion

**Source:** Pirates & Privateers (page 103)

**Type:** Mid-sized multi-purpose vessel

**Scale:** Capital

**Length:** 150 meters

**Skill:** Capital ship piloting: Corellian Corvette

**Crew:** 50, gunners: 12, skeleton: 20/+5

**Crew Skill:** Astrogation 5D, capital ship gunnery 6D+2, capital ship piloting 5D+2, capital ship shields 6D

**Passengers:** 20

**Cargo Capacity:** 3,000 metric tons

**Consumables:** 1 year

**Cost:** 1.5 million (used)

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 2D

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 100/3D

*Focus:* 5/4D

**Weapons:**

**4 Double Turbolaser Cannons**

*Fire Arc:* 2 turret, 1 left/back, 1 right/back

*Crew:* 2

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 6D

**Ion Cannon**

*Fire Arc:* Front/left

*Crew:* 1

*Skill:* Capital ship gunnery



*Fire Control:* 3D  
*Space Range:* 1-10/25/50  
*Atmosphere Range:* 2-20/50/100 km  
*Damage:* 3D

**Tractor Beam**

*Fire Arc:* Front/right  
*Crew:* 1  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 6D

## Free Lance

**Craft:** Modified KDY Nebulon-B Frigate

**Owner:** Urias Xhaxin (rebel privateer)

**Stock:** Pages 165-166

**Era:** Rebellion

**Source:** Pirates & Privateers (page 93)

**Type:** Escort starship

**Scale:** Capital

**Length:** 300 meters

**Skill:** Capital ship piloting: Nebulon-B

**Crew:** 854, gunners: 66, skeleton: 307/+10

**Crew Skill:** Astrogation 4D, capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 5D

**Passengers:** 75 (45 boarders)

**Cargo Capacity:** 6,000 metric tons

**Consumables:** 2 years (6 months in stock)

**Cost:** Not for sale

**Hyperdrive Multiplier:** x2

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D+1

**Space:** 4

**Atmosphere:** 280; 850 km/h

**Hull:** 4D

**Shields:** 2D+1

**Sensors:**

*Passive:* 40/1D

*Scan:* 75/2D

*Search:* 150/3D

*Focus:* 4/4D+2

**Weapons:**

**10 Turbolaser Batteries**

*Fire Arc:* 4 front, 3 left, 3 right

*Crew:* 2 (8), 4(2)

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 4D

**2 Ion Cannons**

*Fire Arc:* Front

*Crew:* 1

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

**12 Laser Cannons**

*Fire Arc:* 6 front, 2 left, 2 right, 2 back

*Crew:* 1 (8), 2 (4)

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D

*Space Range:* 1-3/12/25

*Atmosphere Range:* 2-6/24/50 km

*Damage:* 2D

**2 Tractor Beam Projectors**

*Fire Arc:* Front

*Crew:* 12

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 2-10/30/60 km

*Damage:* 4D

## Freejack

**Craft:** Modified Sienar Fleet Systems Patrol Craft IPV 1

**Owner:** Frei Aycen (pirate)

**Stock:** Pages 182-183

**Era:** Rise of the Empire

**Source:** Starships of the Galaxy (page 103)

**Type:** Inter-system patrol/customs craft

**Scale:** Capital

**Length:** 120 meters

**Skill:** Capital ship piloting: IPV 1

**Crew:** 4, gunners: 8, skeleton: 3/+5

**Crew Skill:** Typically 8D in applicable skills

**Passengers:** 20

**Cargo Capacity:** 400 metric tons

**Consumables:** 9 months

**Cost:** Not available for sale (3,342,000 estimated)

**Hyperdrive Multiplier:** x1.5

**Nav Computer:** Yes

**Maneuverability:** 2D+1

**Space:** 7

**Atmosphere:** 350; 1,000 km/h

**Hull:** 3D+1

**Shields:** 2D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/1D+2

*Search:* 130/2D

*Focus:* 4/3D

**Weapons:**

**4 Turbolaser Cannons**

*Fire Arc:* Turret

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 5-30/70/150 m

*Damage:* 4D

**Tractor Beam Projector**

*Fire Arc:* Front

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-5/15/30

*Atmosphere Range:* 100-500/1.5/3 km

*Damage:* 4D+1

## Harmzuay

**Craft:** *Kaloth-class Battlecruiser*

**Owner:** Thalassian Slavers

**Era:** Rise of the Empire

**Source:** Fragments from the Rim (page 61)

**Type:** Modified archaic battlecruiser

**Scale:** Capital

**Length:** 307 meters

**Skill:** Capital ship piloting: Kaloth battlecruiser

**Crew:** 1,240, gunners: 224, skeleton: 540/+15

**Crew Skill:** Astrogation 6D+2, capital ship gunnery

7D+2, capital ship piloting 6D+2, capital ship shields

6D+2, sensors 6D, starship gunnery 5D

**Passengers:** 75 (troops)

**Cargo Capacity:** 6,540 metric tons

**Consumables:** 6 months

**Hyperdrive Multiplier:** x2.5

**Hyperdrive Backup:** x18

**Nav Computer:** Yes

**Maneuverability:** 1D+2

**Space:** 6

**Atmosphere:** 330; 950 km/h

**Hull:** 4D+2

**Shields:** 3D

**Sensors:**

*Passive:* 40/1D

*Scan:* 80/2D

*Search:* 100/3D

*Focus:* 5/4D

**Weapons:**

**44 Turbolaser Batteries**

*Fire Arc:* 10 front, 15 left, 15 right, 4 back

*Crew:* 3

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 700-3/7/15 km

*Damage:* 3D+2

**24 Laser Cannons**

*Fire Arc:* 8 front, 8 left, 8 right

*Crew:* 3

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-3/12/25

*Atmosphere Range:* 200-600/2.4/5 km

*Damage:* 4D

**2 Tractor Beam Projectors**

*Fire Arc:* Front

*Crew:* 10

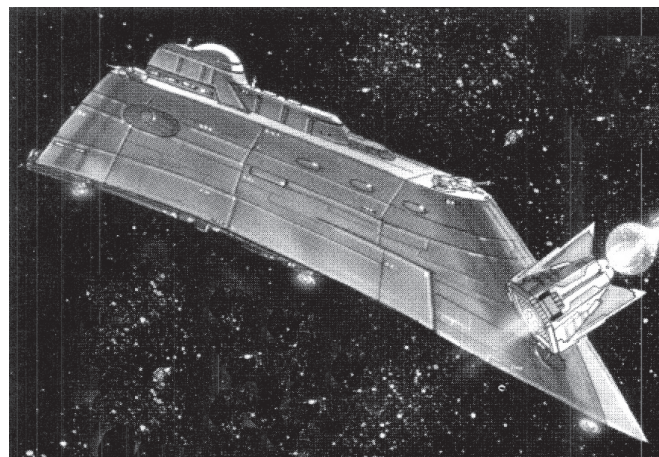
*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-5/15/30

*Damage:* 4D

## Heart of Flesh



**Craft:** Qektoth Attack Cruiser

**Owner:** Qektoth Confederation

**Era:** Rebellion

**Source:** The Darkstryder Campaign: The Kathol Rift (page 83)

**Type:** Modified strike cruiser

**Scale:** Capital

**Length:** 105 meters

**Skill:** Capital ship piloting

**Crew:** 38, gunners: 10, skeleton: 6/+10

**Crew Skill:** Capital ship gunnery 4D+2, capital ship piloting 5D, capital ship shields 4D+2

**Passengers:** 50

**Cargo Capacity:** 100 metric tons

**Consumables:** 1 year

**Hyperdrive Multiplier:** x3

**Hyperdrive Backup:** x12

**Nav Computer:** Yes

**Maneuverability:** 1D

**Space:** 3

**Atmosphere:** 260; 750 km/h

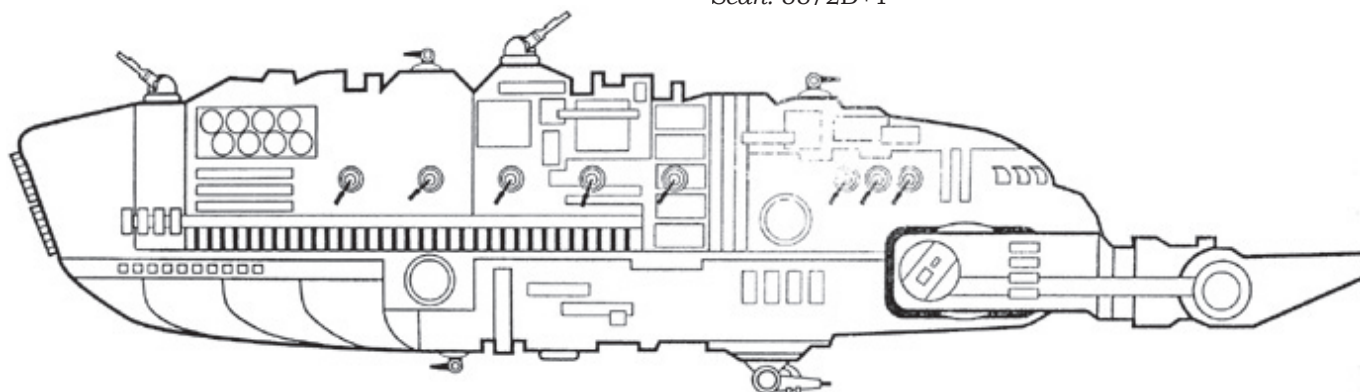
**Hull:** 4D+2

**Shields:** 2D+2 (can only cover two arcs at a time)

**Sensors:**

*Passive:* 45/2D

*Scan:* 55/2D+1



*Search:* 100/2D+2

*Focus:* 4/3D+2

**Weapons:**

**4 Plasma Cannons**

*Fire Arc:* Turret

*Crew:* 1

*Scale:* Starfighter

*Skill:* Starship gunnery

*Fire Control:* 2D+2

*Space Range:* 1-7/20/35

*Atmosphere Range:* 100-700/2/3.5 km

*Damage:* 5D (not affected by shields)

**Bio-Energy Array**

*Fire Arc:* Front

*Crew:* 6

*Skill:* Capital ship gunnery

*Fire Rate:* 1/3

*Fire Control:* 1D+1

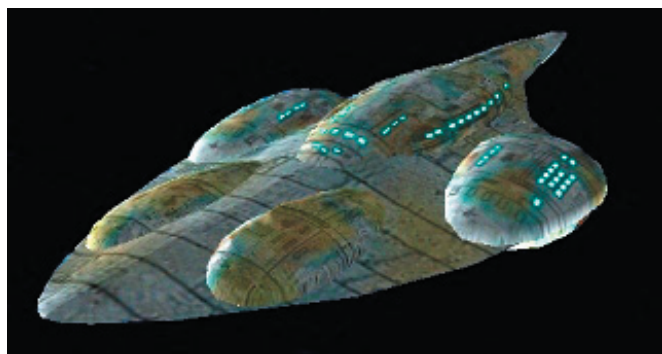
*Space Range:* 1-30/55/75

*Atmosphere Range:* 100-700/2/3.5 km

*Damage:* 4D+1 (not affected by shields)

**Starfighter Complement:** 5 Qektoth starfighters

## Mon Remonda



**Craft:** Mon Calamari MC80B Star Cruiser

**Owner:** New Republic

**Stock:** Page 202

**Era:** New Republic

**Source:** The Essential Guide to Vehicles and Vessels (pages 118-119)

**Type:** Heavy assault star cruiser

**Scale:** Capital

**Length:** 1,200 meters

**Skill:** Capital ship piloting MC80B

**Crew:** 5,156, gunners: 246, skeleton: 1,230 /+ 10

**Crew Skill:** Astrogation 4D+2\*, capital ship gunnery 5D+1\*, capital ship piloting 6D\*, capital ship shields 5D\*, sensors 4D\*

\*Like the MC80, the Mon Remonda is designed to give Mon Calamari their +1D bonus for operation in moist environments. These skill levels do not reflect these bonuses.

**Passengers:** 1,200 (troops)

**Cargo Capacity:** 15,000 metric tons

**Consumables:** 1.5 years

**Hyperdrive Multiplier:** x1

**Hyperdrive Backup:** x6

**Nav Computer:** Yes

**Maneuverability:** 2D+2

**Space:** 7

**Hull:** 8D

**Shields:** 4D\*

\* The Mon Remonda has an advanced set o backup shields (8D). When a die of shields is lost, the shield operators can make an Easy *capital ship shields* roll to use on of the backup dice to bring the shields back to a full 4D

**Sensors:**

*Passive:* 50/1D

*Scan:* 65/2D+1

*Search:* 115/3D

*Focus:* 5/4D

**Weapons:**

**48 Turbolaser Batteries**

*Fire Arc:* 12 front, 12 left, 12 right, 12 back

*Crew:* 1 (12), 2 (10), 3 (26)

*Skill:* Capital ship gunnery

*Fire Control:* 2D

*Space Range:* 3-15/35/75

*Atmosphere Range:* 6-30/70/150 km

*Damage:* 4D

**20 Ion Cannon Batteries**

*Fire Arc:* 8 front, 4 left, 3 right, 4 back

*Crew:* 1 (6), 4 (6), 12 (8)

*Skill:* Capital ship gunnery

*Fire Control:* 3D

*Space Range:* 1-10/25/50

*Atmosphere Range:* 2-20/50/100 km

*Damage:* 3D

## Penumbra

**Craft:** Modified Shieldship

**Owner:** Neen Niuvs (sullustan crimelord)

**Stock:** Page 152

**Era:** New Republic

**Source:** Starships of the Galaxy Web Enhancement (pages 3-4)

**Type:** Modified shieldship

**Scale:** Capital

**Length:** 550 meters

**Skill:** Capital ship piloting: shieldship

**Crew:** 16

**Crew Skill:** Unique, typically 4D in all applicable skills

**Cargo Capacity:** 20 metric tons

**Consumables:** 3 months

**Cost:** 13,180,000 (new)

**Hyperdrive Multiplier:** x1

**Space:** 3

**Hull:** 7D

**Shields:** 3D

**Sensors:**

*Passive:* 10/0D

*Scan:* 25/1D

*Search:* 40/2D

*Focus:* 2/3D

**Weapons:**

**Tractor Beam**

*Fire Arc:* Front

*Skill:* Capital ship gunnery

*Fire Control:* 1D

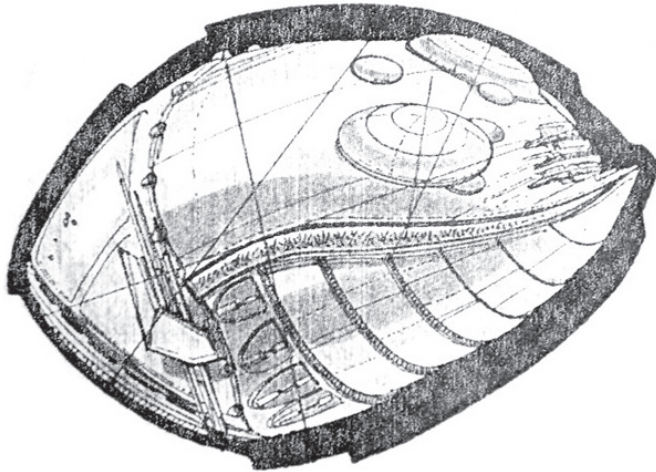
*Space Range:* 1-5/15/30

*Atmosphere Range:* 1-5/15/30 km

*Damage:* 5D



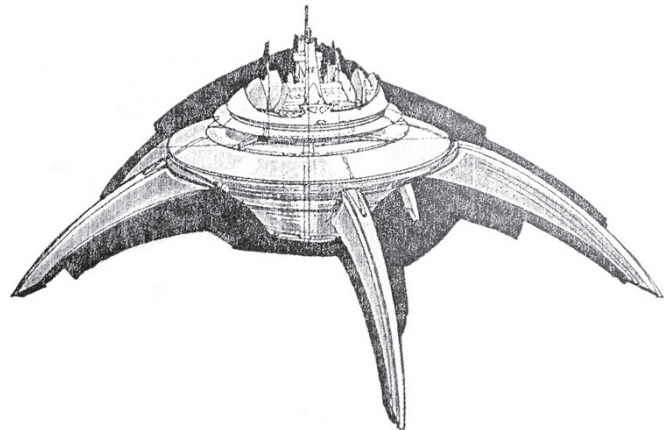
## Shriwirr



**Craft:** Ssi-ruuvi Shree-class Cruiser  
**Owner:** Ssi-ruuk > New Republic (renamed *Sibwarra*, or *Flutie*)  
**Era:** New Republic  
**Source:** The Essential Guide to Vehicles and Vessels (pages 140-141)  
**Type:** Ssi-ruuvi heavy battle cruiser  
**Scale:** Capital  
**Length:** 900 meters  
**Skill:** Capital ship piloting: Shree cruiser  
**Crew:** 800 (Ssi-ruuk), 5,000 (P'w'ecks), gunners: 234, skeleton: 400 (Ssi-ruuk), 2,000 P'w'ecks)/+10  
**Crew Skill:** Astrogation 3D+1, capital ship gunnery 5D+2, capital ship piloting 4D, capital ship shields 4D, sensors 5D  
**Passengers:** 350 (P'w'eck troops)  
**Cargo Capacity:** 5,000 metric tons  
**Consumables:** 1 year  
**Hyperdrive Multiplier:** x1  
**Hyperdrive Backup:** x15  
**Nav Computer:** Yes  
**Maneuverability:** 2D  
**Space:** 6  
**Hull:** 5D+1  
**Shields:** 3D+1  
**Sensors:**  
*Passive:* 30/0D  
*Scan:* 50/1D  
*Search:* 100/2D  
*Focus:* 4/3D  
**Weapons:**  
**24 Heavy Turbolasers**  
*Fire Arc:* 6 front, 6 left, 6 right, 6 back  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D  
*Space Range:* 3-15/35/75  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 4D  
**24 Ion Cannons**  
*Fire Arc:* 4 turret, 10 front/left/back, 10 front/right/back  
*Crew:* 3  
*Skill:* Capital ship gunnery

*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Atmosphere Range:* 2-10/30/60 km  
*Damage:* 5D  
**12 Concussion Missile Launchers**  
*Fire Arc:* 5 front, 3 left, 3 right, 1 back  
*Crew:* 4  
*Skill:* Capital ship gunnery  
*Fire Control:* 3D  
*Space Range:* 2-12/30/60  
*Atmosphere Range:* 6-30/70/150 km  
*Damage:* 5D  
**24 Heavy Turbolasers**  
*Fire Arc:* 6 front, 3 left, 3 right  
*Crew:* 6  
*Skill:* Capital ship gunnery  
*Fire Control:* 2D  
*Space Range:* 1-5/15/30  
*Damage:* 4D

## Star Home



**Craft:** Customized Luxury Transport  
**Owner:** Hapan Queen Mother  
**Era:** Rise of the Empire  
**Source:** The Essential Guide to Vehicles and Vessels (pages 156-157)  
**Type:** Custom-built Royal Conveyance  
**Scale:** Capital  
**Length:** 2,500 meters  
**Skill:** Capital ship piloting: Star Home  
**Crew:** 9,500, gunners: 112, skeleton 2,500/+10  
**Crew Skill:** Astrogation 5D, capital ship gunnery 5D+2, capital ship piloting: Star Home 6D, capital ship shields 6D+2, communications 5D+2, sensors 4D+2  
**Passengers:** 1,000  
**Cargo Capacity:** 25,000 metric tons  
**Consumables:** 4 years  
**Cost:** Not for sale  
**Hyperdrive Multiplier:** x3  
**Hyperdrive Backup:** x10  
**Nav Computer:** Yes (slave rigged adds +1 to astrogation)  
**Maneuverability:** 1D+2  
**Space:** 3  
**Hull:** 3D+2  
**Shields:** 4D+2  
**Sensors:**

*Passive:* 75/2D  
*Scan:* 150/3D+1  
*Search:* 300/4D+2  
*Focus:* 8/7D

**Weapons:**

**20 Hapan Turbolaser Batteries**

*Fire Arc:* 4 on each of the Star Homes's 5 "legs"  
*Crew:* 3  
*Skill:* Capital ship gunnery  
*Fire Control:* 1D+2  
*Fire Rate:* 1/3\*  
*Space Range:* 3-15/35/75  
*Damage:* 7D

**20 Laser Cannons**

*Fire Arc:* 4 on each of the Star Homes's 5 "legs"  
*Crew:* 2  
*Scale:* Starfighter  
*Skill:* Capital ship gunnery

*Fire Control:* 2D  
*Space Range:* 1-3/12/25  
*Damage:* 5D

**6 Tractor Beam Emplacements**

*Fire Arc:* 4 on each of the Star Homes's 5 "legs", 1 turret mounted ventrally  
*Crew:* 2  
*Skill:* Capital ship gunnery  
*Fire Control:* 4D  
*Space Range:* 1-5/15/30  
*Damage:* 6D

\* The Hapans have an archaic turbolaser technology. Once fired, a single turbolaser takes three minutes the normal recharge time of the more standart Imperial turbolasers.

**Starfighter Complement:** 60 Miy'til Fighters

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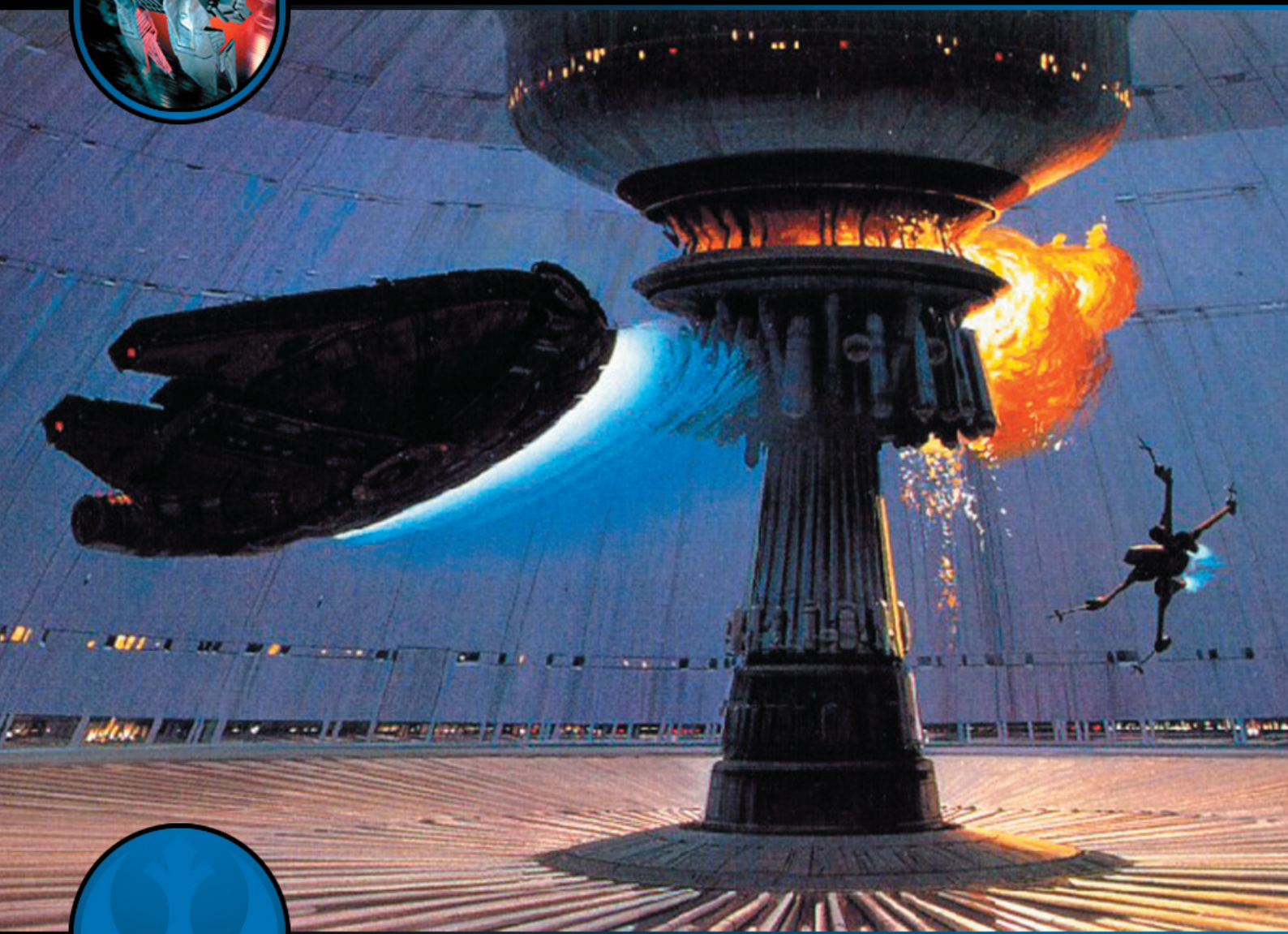
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